VOLUME 10
SEPTEMBER-OCTOBER 2006

THE CHRONICLES OF THE WORLD OF RACKHAM

CRY HAVOC!®

CADWALLON
The miniatures tactical role playing game
The guild of Goldsmiths/An exclusive scenario

THE **WORKSHOP**
Painting guide: Ophidian warrior
Paris Open: the winners of the painting competition

STRATEGY
Army guide: The Undead of Acheron

UNIVERSE
The baronies of Alahan
The concord of the Eagle

AT-43
Army U.N.A.

5 EXCLUSIVE **CARDS**

Night is falling on Cadwallon. In some fiefdoms, the passers-by who had been working all day, are leaving the streets. In other fiefdoms, they fill with thieves. Everywhere the militia watches the rascals and even the free leaguers. Ordered by the Duke to fight the enemies of Cadwallon from the outside as well as those from inside, these ruthless adventurers often do more evil than good.

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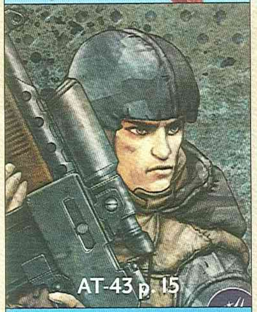

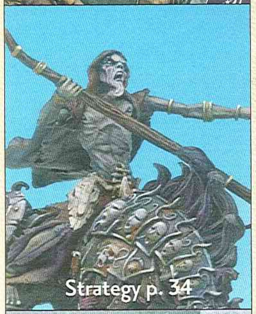

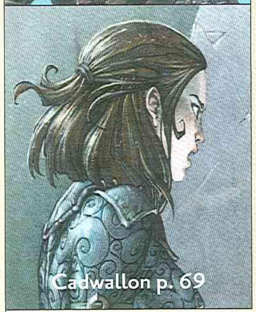

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THE CHRONICLES OF THE WORLD OF RACKHAM
CRY HAVOC!

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CAUTION!

Some articles in this issue mention accessories that must be handled extremely carefully: the modelling knife with which one can cut oneself, the cyanoacrylate glue that bonds very quickly... We recommend that the youngest players and collectors only do the following activities under adult supervision and always carefully read and follow the instructions supplied with this material.

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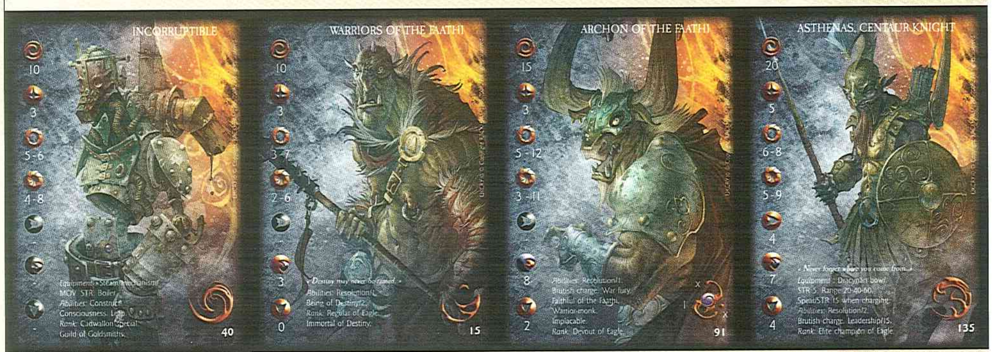
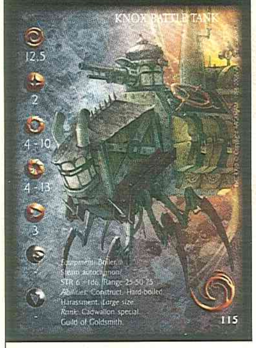




CARDS

Incorruptible (Guild of Goldsmiths)
Knox battle tank (Guild of Goldsmiths)
Warriors of the Faathi (The Concord of the Eagle)
Archon of the Faathi (The Concord of the Eagle)
Asthenas, centaur knight (The Concord of the Eagle)

These cards cannot be sold separately from *Cry Havoc*.

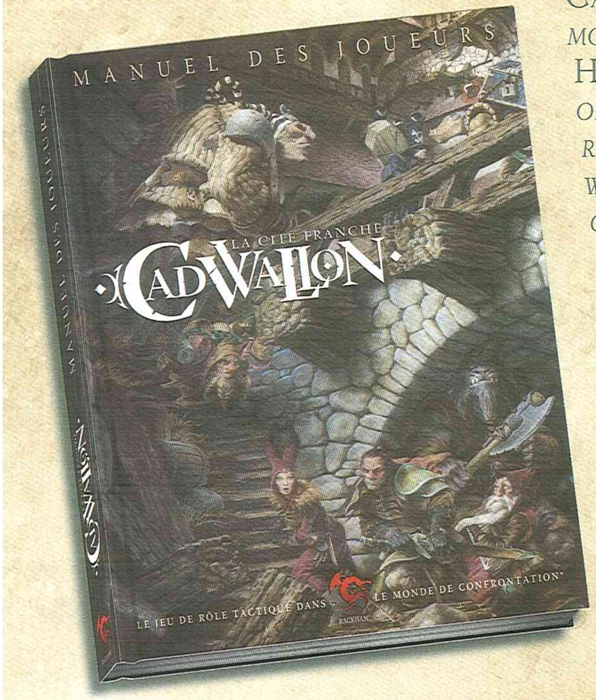
editorial

In April there was a meeting at RACKHAM's headquarters to define what *Cadwallon* should be regarding the evolution of miniatures games and role playing games. It was soon decided that *Cadwallon* would not be a D20 extension or an OGL variation; but in fact a role playing game with its own innovative set of rules because RACKHAM owed it to the fans of Aarklash. The game was announced, and then postponed, due to the issue of *Confrontation 3* and *Dogs of War*.

Three years have past since this meeting, and as you read these lines the 352 color pages of *Cadwallon* and the first tiles for any miniatures tactical games are available in all the good the stores. We launch this event with an initiation scenario which will allow everyone to become familiar with the rules of *Cadwallon*.

While waiting for the issue of the Game Masters Handbook, Secret, you can test, in between two sessions of *Cadwallon*, the new *Hybrid* game mode offered in *Cry Havoc* using the Reversible Gaming Tiles.

In the mean time, at the Studio, *AT-43* and *Rag'Narok 2* are being tested and the game designers are working on new board games. You haven't finished playing with miniatures from the RACKHAM universe.



CONDUCTED TOUR

Cadwallon just came out. The most diligent readers of Cry Havoc already know the core of the rules of this miniatures role playing game, staged in the world of Confrontation. Some of the most powerful guilds of the Free city were also presented along the issues. Henceforth, it is high time to present in detail this new game which required all the attention of the Studio RACKHAM these last months.

ONE UNIVERSE, MANY GAMES

In the sector of the miniatures games, the creative elements of the Studio and the freelance designers who collaborate in the development of RACKHAM universes are recognized for their tactical and innovative games. Thus, *Confrontation* was a real revolution in the miniatures games in many respects: alternated game sequence, dynamic skirmish game, tactical choice depending on the distribution of dice between attack and defense, etc.

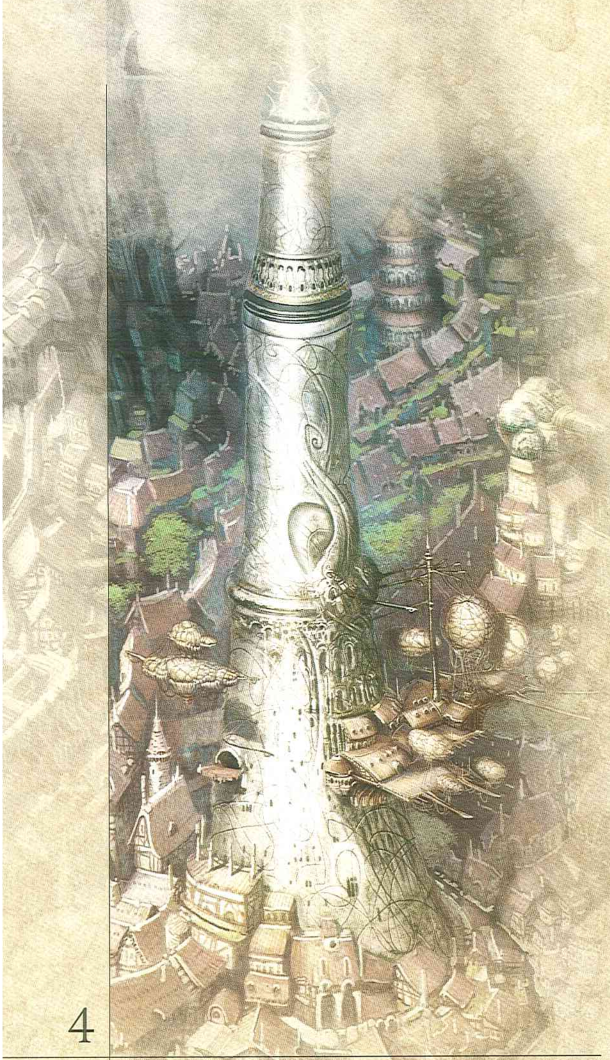
When the development of *Cadwallon* began, the choice to publish a mere universe book - or a *D20 system* module accompanied with thick additional rule books exclusive to Aarklash - was quickly pushed aside. *Cadwallon* ought to be a real role playing game, unique and original: a true miniatures role playing game.

A ROLE PLAYING GAME

For some months, the subject raises questions. What? A miniatures role playing game? It ought to be a development from *Hybrid* in the lineage of its RPG mode (see *Cry Havoc 06*)? Well not at all! *Cadwallon* is a separate role playing game: no compulsory profile; a detailed and thorough character creation system; a miniature per player; a team game; a Game master to tell and arbitrate every session; etc.

The first book of *Cadwallon*, *Players handbook*, gives the background of the game (the lower city and the upper city), game rules and its declensions on the subjects dear *Confrontation* players (incantation, divination, etc.), as well as all the necessary elements to create a character from any part of the world of Aarklash.

As soon as all the players, apart from the Game master, have created their character (see p.49 of this issue), they are ready to interpret this alter ego on the streets of the Free city.



SOME DEFINITIONS

Atmosphere game : Said about a role playing game which is played without relying too much on the rules. It is almost similar to a live action RPG or to a *murder party*, although the players remain seated around the gaming table. It is in fact a natural tendency to avoid constraining rules, notably in Manipulation, Deal and Confession situations (see *Cadwallon*), as soon as one feels at ease with his character and the role playing game.

Character : the Characters of *Confrontation* and *Rag'Narok* are immortal beings which are called Incarnates. It is not the case of the character one interprets in *Cadwallon*. They are distinguished by the use of a capital letter to Characters for the Incarnates. Nevertheless, the latter exist in *Cadwallon*. They are tremendous allies or terrible opponents.

Roleplay : the fact of interpreting one's character. It is most of the time the fact of expressing oneself around the gaming table in the first person, as if the player was his character. It is by no means an advanced game mode. Many beginners are intimidated by this idea, but it comes to them spontaneously during their first game.

Role-player : those who practice or practiced role playing games.

A FREE CITY

Cadwallon is the City of Thieves. Fortunes are made and come undone there at the corner of alleys. Silk mingles with rags in the dark night. The powerful and the wretched mix in merciless ballets and murderous intrigues. Far from the wars which set the continent ablaze, emissaries from all over Aarklash meet in the corridors of the prestigious embassies and the backs-rooms of the vilest inns.

The noble towers of the upper city, challenging every day the firmament, take roots in misery-filled and desperate alleys of the lower city. The precarious balance of the alliances allows the impertinent aristocrats of Cadwallon to sit with the greatest sovereigns of Aarklash. They have countless enemies, but impose their rules when ever they are challenged.

Cadwallon is the Jewel of Lanever. Like a ring of darkness set with a glistening diamond, the Free city attracts the exiled, the dispossessed and all those who refuse to die for the glory of the commanders In the Rag'narok. Misled from everywhere live there, united by the laws of Dukes de Cadwallon.

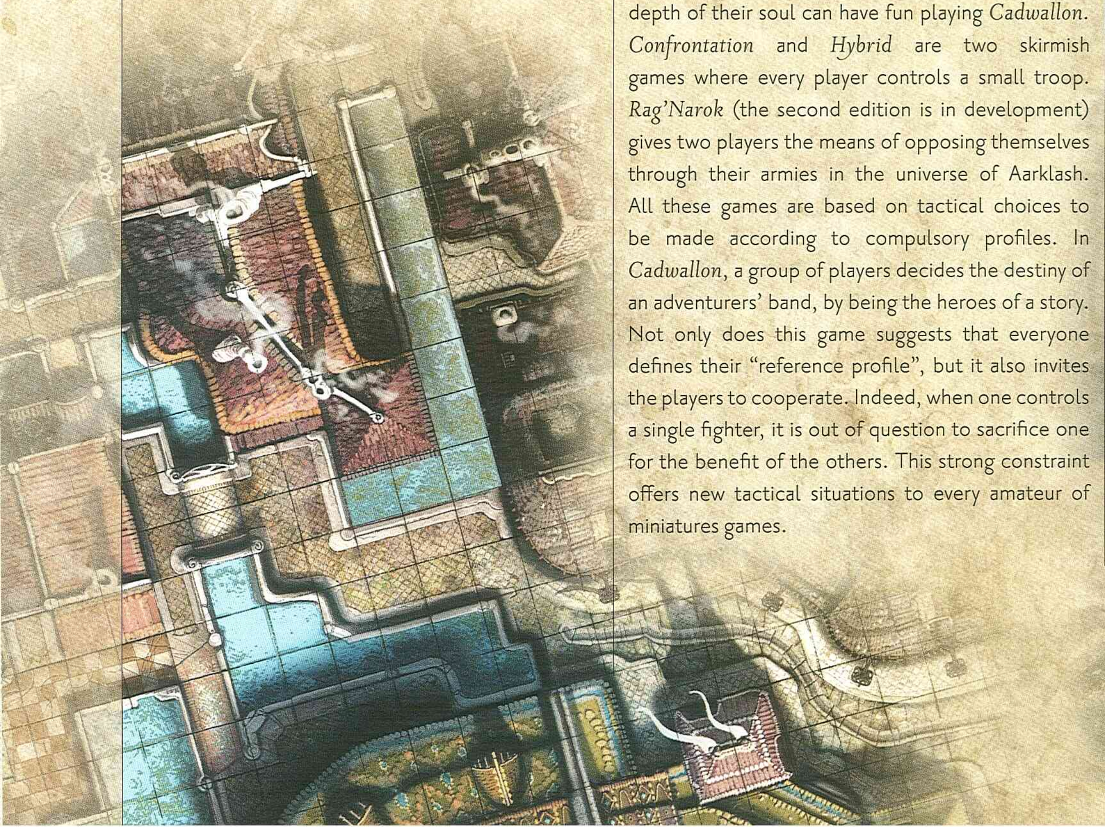
Formerly cursed and abandoned to the jungle of Lanever, Cadwallon was conquered by adventurers eager for glory and wealth, the Dogs of war. The latter, led by Vanius, had to face a thousand dangers to reach their goal, but fortune was at the end of the road. Since then, Cadwallon is a Free city.

WHAT DOES ONE PLAY ?

This question is at the core of any role playing game. It defines the frame of the game, that is the roles which one can assume and the motivations of the characters. More than a hundred and fifty years after the legendary battle of the Wall of the Earth which set these adventurers against the Meanders of Darkness, free leagues are the guardians of the independence of Cadwallon. Their members, the free leaguers, are the characters who will be interpreted in *Cadwallon*. Thanks to them, thanks to you, the Jewel of Lanever will be spared by the Rag'narok.

The independence of the city draws much envy. The Meanders of Darkness wish to plunder it and to reduce it to ash, whereas the Ways of Light dream seeing join their cause. In the upper city as in the lower city, guilds make agreements with both, without always measuring the consequences. Because here, as much as anywhere else, the Rag'narok threatens to sweep everything away.

Yet the free leaguers are not militiamen. The ducal authority does not pay them. It does not provide them with headquarters either. The free leaguers have to protect and serve the city, but they are none the less independent from it. If the militia has authority to arrest any free leaguer who breaks the ducal laws, even within the framework of his mission, these adventurers benefit from privileges in the name of the ideal of freedom claimed by the Dogs of war, the free men who discovered the vestiges of ancient civilizations on the site. As such, Cadwë justice gives to the free leaguers the right to appropriate everything they find in the city and avoid justice for a nice sum of ducats!



A MINIATURES ROLE PLAYING GAME ?

The role playing game sometimes uses miniatures; most of the time to simulate the combats and avoid belligerent parties from teleporting themselves! It was decided to write rules stressing the quasi-systematic presence of miniatures, since it is easier to not use a rule than to invent one. Besides, if the rule system of *Cadwallon* (see *Cry Havoc 08*) manages miniatures, it allows to play without them when the situation is neither a combat nor an investigation in hostile environment.

Reversible Gaming Tiles were specially made for *Cadwallon* by Nicolas Fructus, one of the illustrators of the game.

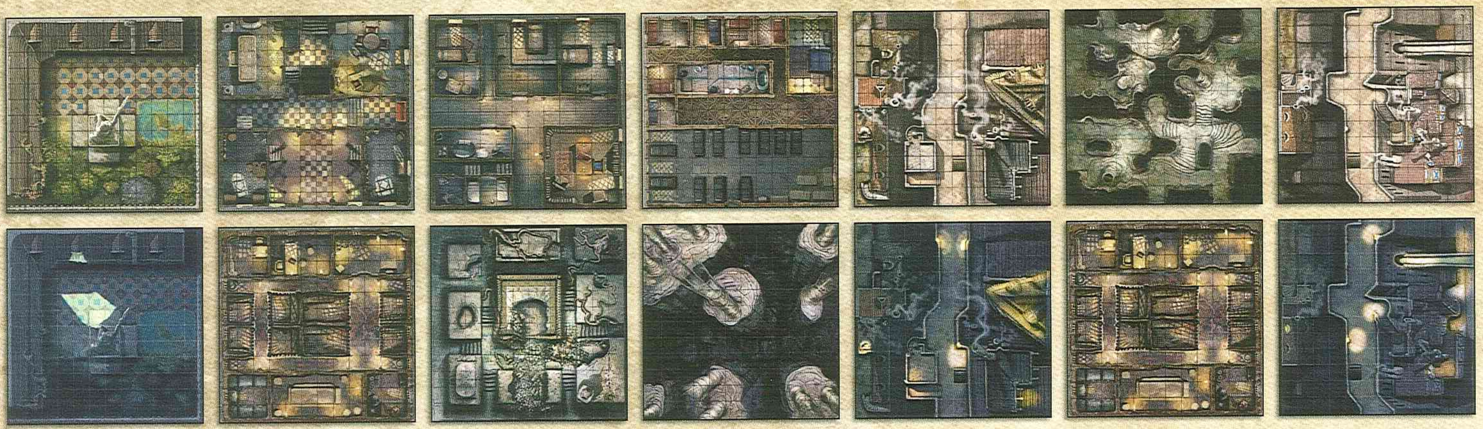
Even those who are not Role-players to the depth of their soul can have fun playing *Cadwallon*. *Confrontation* and *Hybrid* are two skirmish games where every player controls a small troop. *Rag'Narok* (the second edition is in development) gives two players the means of opposing themselves through their armies in the universe of Aarklash. All these games are based on tactical choices to be made according to compulsory profiles. In *Cadwallon*, a group of players decides the destiny of an adventurers' band, by being the heroes of a story. Not only does this game suggests that everyone defines their "reference profile", but it also invites the players to cooperate. Indeed, when one controls a single fighter, it is out of question to sacrifice one for the benefit of the others. This strong constraint offers new tactical situations to every amateur of miniatures games.

WHY ARE THE OFFICIAL SCENARIOS TACTICAL ?

This question was asked to us in conventions or in shops during the launch of *Cadwallon*. Many referred to the previous Issue of *Cry Havoc* and to the Internet website www.rackham.fr.
It is difficult for us to develop scenarios with much roleplay within the framework of the magazine for several reasons. It is necessary to admit first of all, two things :

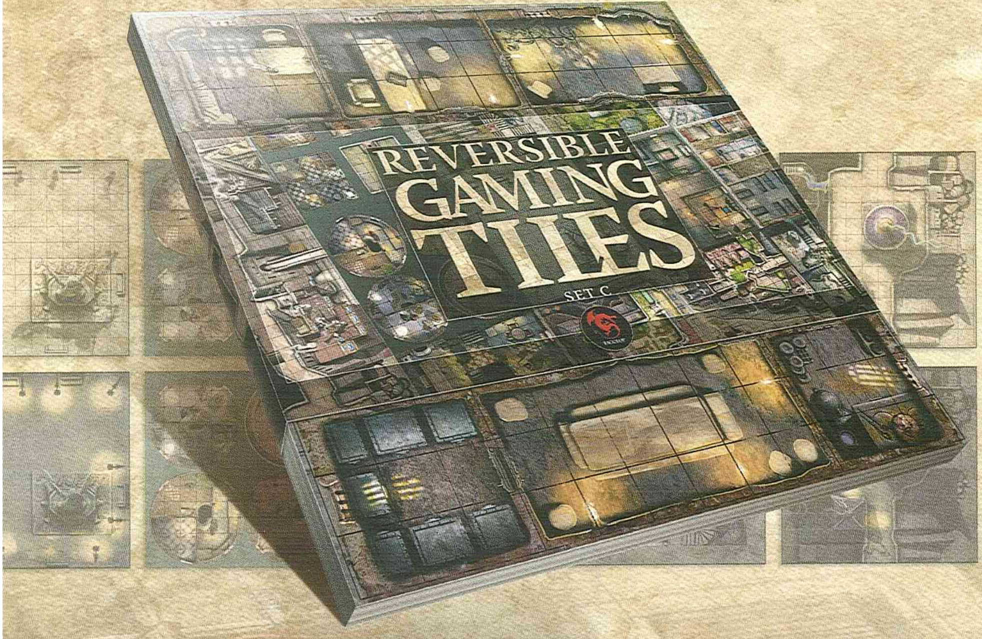
- Role playing games take up much space in terms of text and thus pages, and *Cry Havoc* ought to offer scenarios, news and game rules for all the fans of Aarklash who play *Confrontation*, *Rag'Narok*, *Hybrid* or *Cadwallon*;
- We do not know what kind of player you are. Atmosphere role playing game player or pure strategist drawn by the original situations and tactics? If the first one does not needs much tactical information, the second is mad for it. Besides, no GM, amateur of atmosphere and *roleplay* will find a scenario exactly written to his taste; indeed, doubtlessly, he will rely on his players' characters to personalize the story that he will tell them. The versatility of the character creation system and the freedom offered by such an immense city make it difficult to write an interesting *roleplay* scene appropriate for every kind of the players.

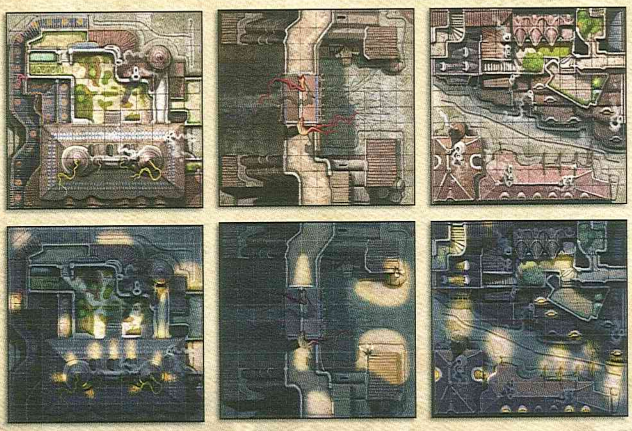
However, *The Children of the mire* (temporary title), the official campaign to be issued this winter, will be more detailed and versatile; It will offer a complete development allying various tactical situations and *roleplay* scenes.

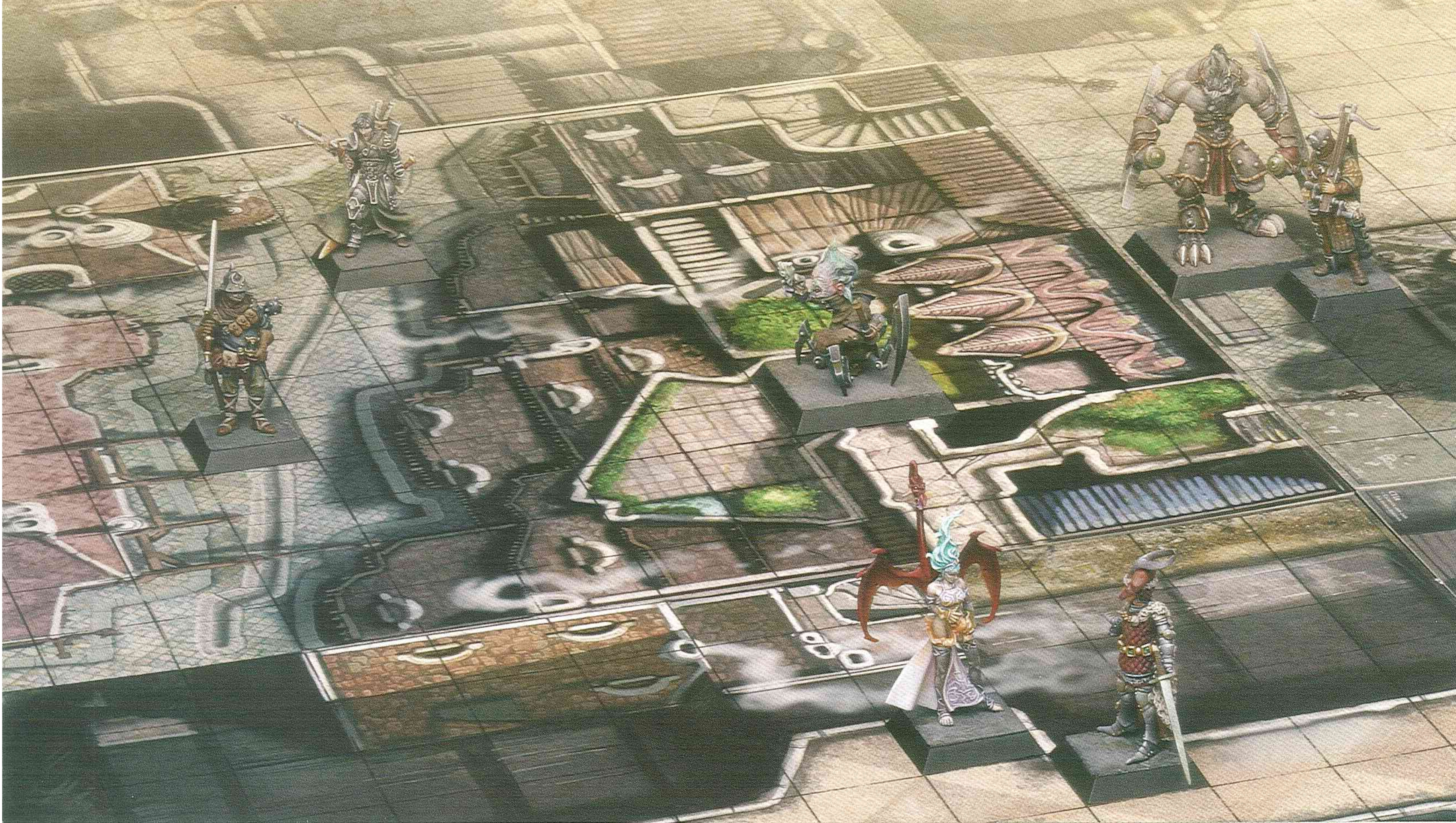


REVERSIBLE GAMING TILES

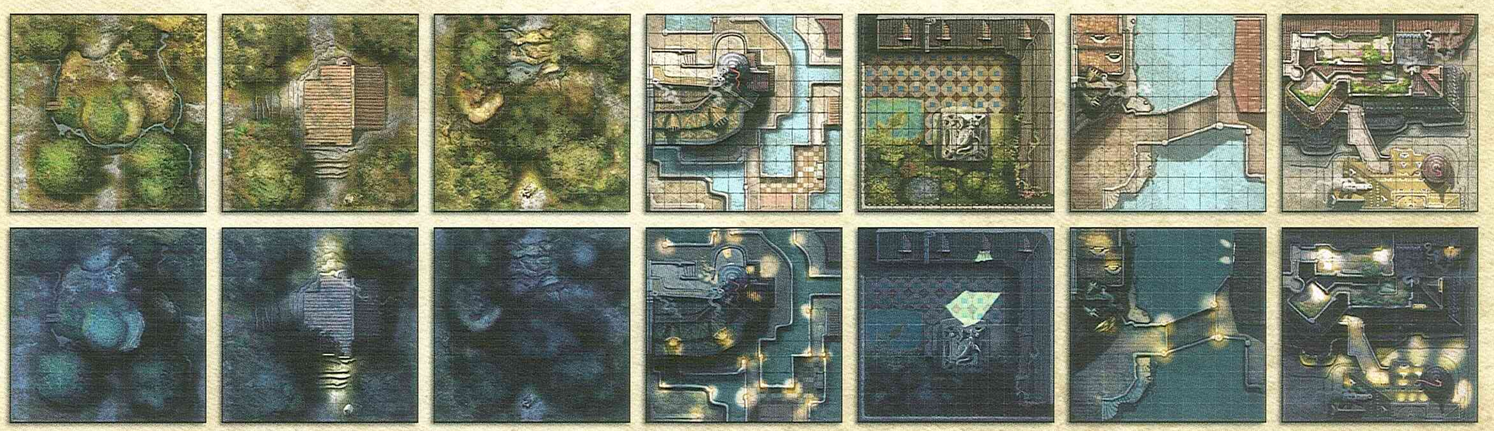
SETS C AND D : UPPER CITY


REVERSIBLE
GAMING
TILES
SET C





REVERSIBLE GAMING TILES



The *Reversible Gaming Tiles* were designed by Nicolas Fructus (who illustrated the *Hybrid* game boards) following the plans of the makers of *Cadwallon*. These two new sets of **15 reversible tiles** offer the upper city's terraces and alleys, the great luxurious indoors and exploration zones (square, cave, field and so on). They are compatible with Sets A and B dedicated to the lower city.

Outdoor tiles : day and night. **Indoor tiles :** different on each side.

Square measures : 2,5 x 2,5 cm. **Size on the tile :** 30 x 30 cm.

Suggested retail price : 20,00 €. These tiles allow to play the new Out in the open game mode for *Hybrid* published in *Cry Havoc 10*.

REVERSIBLE GAMING TILES
SET D

DWARF OF TIR-NÂ-BOR

KHOR KNIGHTS OF UREN

NABO 03

The cavalry of Tir-Nâ-Bor is famous for its Khor Knights of Uren. The mounts of these elite troops are renowned for their thermo-thrusters. The uproar of their charge frightens the enemies of the proud people of the Ægis.

The Khor Knights of Uren box contains three miniatures of dwarves in armor, mounted on armored razorbacks and equipped with steam weapons (MOV, STR, FEAR). they come with three reference profiles with either Brutish charge, War-horse or Resolution/2. The box also contains thermo-thrusters to represent the steam equipment of the Khor Knights of Uren, as well as a card giving the capacities of the thermo-thrusters and a forge spell (usable by the Thermo-priest on razorback).

THIS BOX INCLUDE :

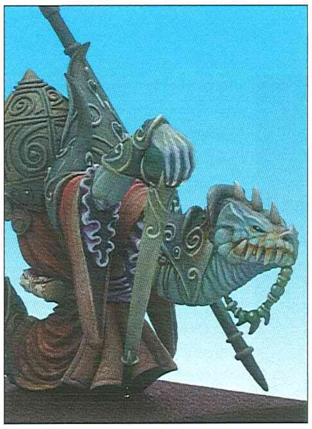
3 MINIATURES ET 5 CARDS FOR *CONFRONTATION®*, *RAG'NAROK®* AND *CADWALLON®*.

KHOR KNIGHTS OF UREN
RANK : DWARF ELITE.
55 A.P.

SUGGESTED RETAIL PRICE :
$ 45,50 / 35,00 €

OPHIDIAN ALLIANCE

S'YGMA



S

OPMA 01

S'Ygma, scholar and renowned magician, has embraced the cause of Vice which burns and divides the Ophidian Alliance from within. He left the venerable libraries of Belgorn to wander the world and fight battles. The orb of destruction of the Ophidian is famous for its bolts. S'Ygma is also said to be immune to magic or faith.

This box contains the necessary elements to put together S'Ygma, Ophidian adept.
S'Ygma is an Adept of Darkness and Water (typhonism, enskëm, POW 6). Thanks to Recovery/3, this powerful magician can generate mana in great quantities.
S'Ygma can use the Orb of Destruction to cast bolts on his victims; Arykao's parasol gives him Insensitive/5.

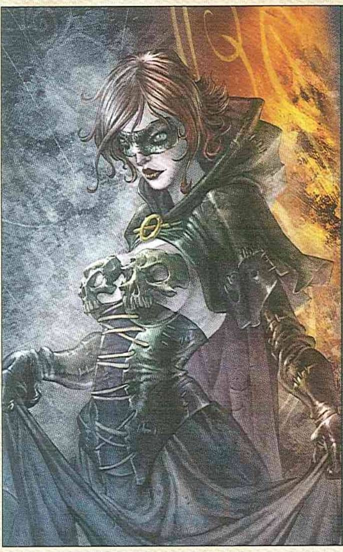
THIS BOX INCLUDE :

I MINIATURE ET 5 CARDS FOR *CONFRONTATION®, RAG'NAROK®* AND *CADWALLON®*.

S'YGMA
RANK : OPHIDIAN ADEPT.
115 A.P.

SUGGESTED RETAIL PRICE :
$ 45,50 / 35,00 €

CDMA 01



AHSA RUYAR

1 MINIATURE ET 4 CARDS FOR *CONFRONTATION®, RAG'NAROK®* AND *CADWALLON®.*

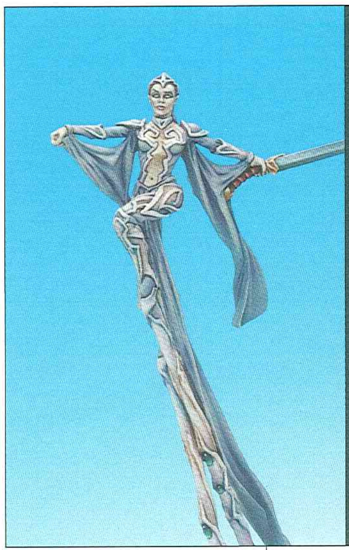
RANK: INITIATE OF CADWALLON. USURERS.
37 A.P.

SUGGESTED RETAIL PRICE :
$ 11,70 / 9,00 €

Thanks to her charms and to her talent for intrigues, Ahsa escaped the streets which cradled her young life. She became a courtesan to the court of Cadwallon, her lethal beauty helped her make fortunes by raising her lovers against each other. One of them, a gentleman necromancer called Venthius Lazarian, taught her the Dark lore. Henceforth invested with dark powers, she enchanted her jewels and her garments to make herself even more irresistible. Her suitors are ready to damn themselves under her dark caress.

Initiate of Darkness (POW 4, Cartomancy, Necromancy) and endowed with Resolution/1, Ahsa Ruyar comes with Finery of Bewitchment. This artifact allows the player to deploy with the magician, a fighter from a nation which would not usually be allied to her army. The spell "Twilight's embrace" inflicts heavy penalties to her victim. "Death wave" is a direct damage spell with a strength which grows when she is surrounded by Living dead.

CYSP 03



CYNWÄLL ECHAHÏMS

2 MINIATURES ET 2 CARDS FOR *CONFRONTATION®, RAG'NAROK®* AND *CADWALLON®.*

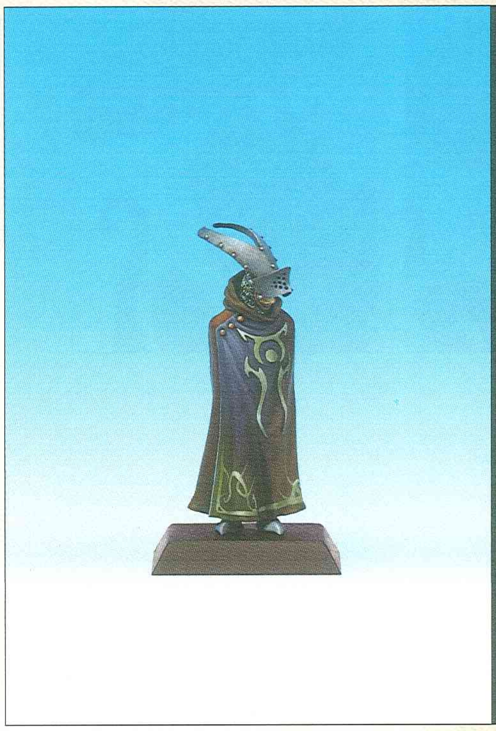
RANK : CYNWÄLL SPECIAL.
37 A.P.

SUGGESTED RETAIL PRICE :
$ 17,55 / 13,50 €

Cynwälls wishing to receive the training of the echahïm have to display exemplary agility and composure. Indeed, the waders of Lanever form a renowned but very small army corp. Echahïm challenge the speed with the best cavalry unit of the continent, and turn out to be more agile. They are capable of covering long distances and can overcome high obstacles in a simple leap.

This blister contains two special troops for the Cynwäll elves. Featured in the novel *The Breach of Kaiber*, the echahïms are war waders. They dominate the battlefield thanks to their MOV of 20, Leap and disengagement/7. With the combination of their characteristics and their abilities (counter attack, Concentration/2; high STR, DEF, COU), the echahïms are the ideal troops to capture and hold battle objectives.

CDCH 03



VLADAR THE ARROGANT

2 MINIATURES ET 5 CARDS FOR *CONFRONTATION®, RAG'NAROK®* AND *CADWALLON®.*

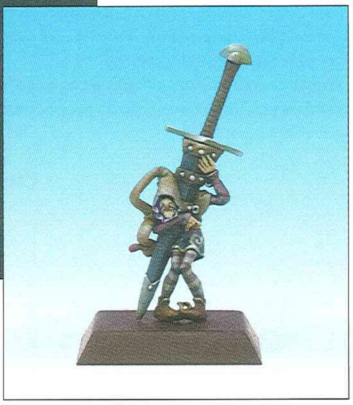
VLADAR THE ARROGANT
RANK : ELITE CHAMPION OF CADWALLON.
115 A.P.

WEAPON BEARER
RANK :
IRREGULAR OF CADWALLON.
10 A.P.

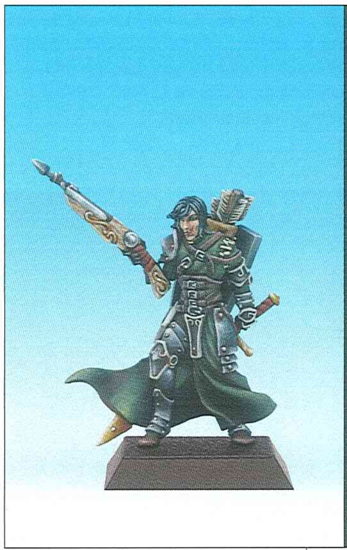
SUGGESTED RETAIL PRICE :
$ 15,60 / 12,00 €

Vladar the Arrogant is a steward of Cadwallon, where he serves as an intermediary between Duke Den Azhir and the free leagues. Vladar's nickname is certainly not random: he joins free leagues when violence is the last resort and draws from it disproportionate pride. Nothing pleases him more than destroying the enemies of the Duke and drawing all the light to himself instead of the free leaguers.

With abilities such as "Leadership/15" and "Strategist" (COU 7, DIS 7), Vladar is destined to lead the great armies of Cadwallon. But he is also very efficient at the core of the battle: Ruthless and Brutish charge give him quite an impact in melee, especially when equipped with the Scarlet (Parry) and Vorblade (Strength when charging/12) Vladar comes with a weapon bearer with whom he shares his line of sight, which can be very useful when assailing a hidden enemy and benefiting from all the other advantages of charging.



METR 01



CROSSBOWMAN DESERTER

1 MINIATURE AND 1 CARD FOR *CONFRONTATION®, RAG'NAROK®* AND *CADWALLON®*.

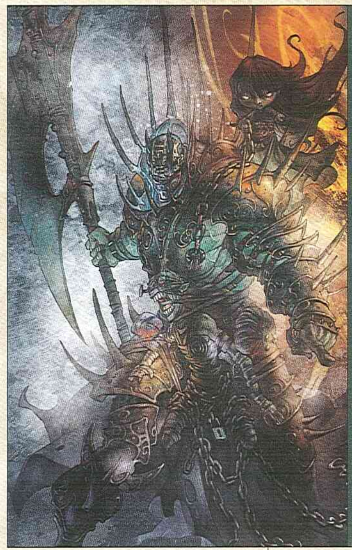
RANK: VETERAN MERCENARY.
18 A.P.

SUGGESTED RETAIL PRICE :
$ 10,40 / 8,00 €

Sitting on a stool at the back of a smoky inn, Arikoss took a careful look at the three potential recruits standing in line in front of him. He talked to the first one, a barbarian from the moors of Avagddu.
— How much is two and two ?
— Four, grumbled the Kelt.
Arikoss turned to the next candidate, a rogue with a taste for daggers.
— How much is two and two?
— Four, the man answered, visibly intrigued.
The eyes of the recruiter caught the last one, a crossbowman. He didn't have to ask, the answer being given straight away.
— The result will be as much as you want it to be?
— You're in! said Arikoss with a satisfied smile.

The ideal shooter for a company for *Dogs of War®*, the crossbowman deserter has a FIRE of 3 and the ability "Instinctive firing". Being a mercenary, he can also join any army of *Confrontation3®* and *Rag'Narok®*.

OPCH 03



BREGAN, APOSTAT OF DARKNESS

1 MINIATURE AND 2 CARDS FOR *CONFRONTATION®, RAG'NAROK®* AND *CADWALLON®*.

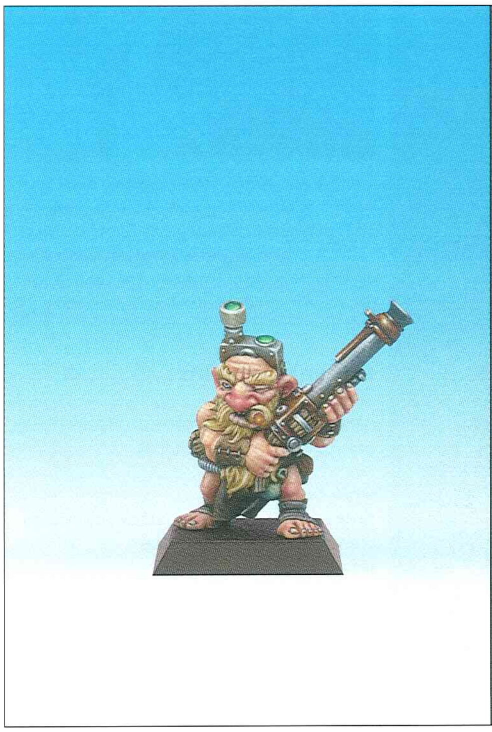
RANK: OPHIDIAN CHAMPION ELITE.
110 A.P.

SUGGESTED RETAIL PRICE :
$ 15,60 / 12,00 €

Blood sprayed Bregan's face and the groans of the dying filled the air like a morbid symphony. Il felt pleasure wielding his impious axe, slicing each limb off his adversaries to hear their agony. The other Apostates of Darkness, exalted by the example of Bregan, followed him in his gruesome walk.The Ophidian warrior was overwhelmed with joy, his cheers froze his enemies on the spot. He didn't care for victory or objectives; he was in unison with his dark weapon. Merciless and bloodthirsty, he was happy for he had found his place among the Creation.

Just like the troops he comes from, Bregan is a fighter with deadly characteristics. His ATT and DEF as well as his STR and RES are very high. His "Ambidextrous" ability help him fend off many troops and his Impious axe allows him to attack no matter what. Retrouvez Bregan en page 75.

NATR 02



DWARF BLUNDERBUSS-WIELDER

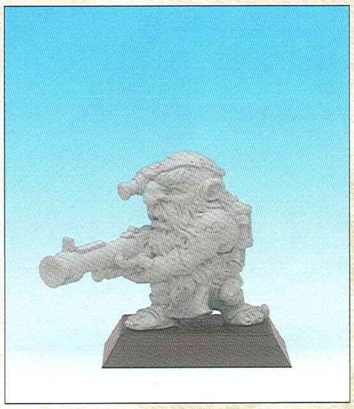
3 MINIATURES ET 1 CARD FOR *CONFRONTATION®, RAG'NAROK®* AND *CADWALLON®*.

RANK : DWARF REGULAR.
18 A.P.

SUGGESTED RETAIL PRICE :
$ 15,60 / 12,00 €

The blunderbuss-wielder took a last look at his weapon. He was confident in the thermo-priests' expertise, but was afraid that the shocks of the recent battles might have shaken the inner brass mechanism. The rumble of the charging Wolfen drew him all of a sudden from his thoughts. The hand on the boiler's valve, the blunderbuss-wielder waited for the last moment to let the pressure go. The beast was almost upon him when he pressed the trigger. The powerful recoil threw him to the ground. When he got up, unhurt, he saw the gaping hole which was left in place of his opponents mouth...

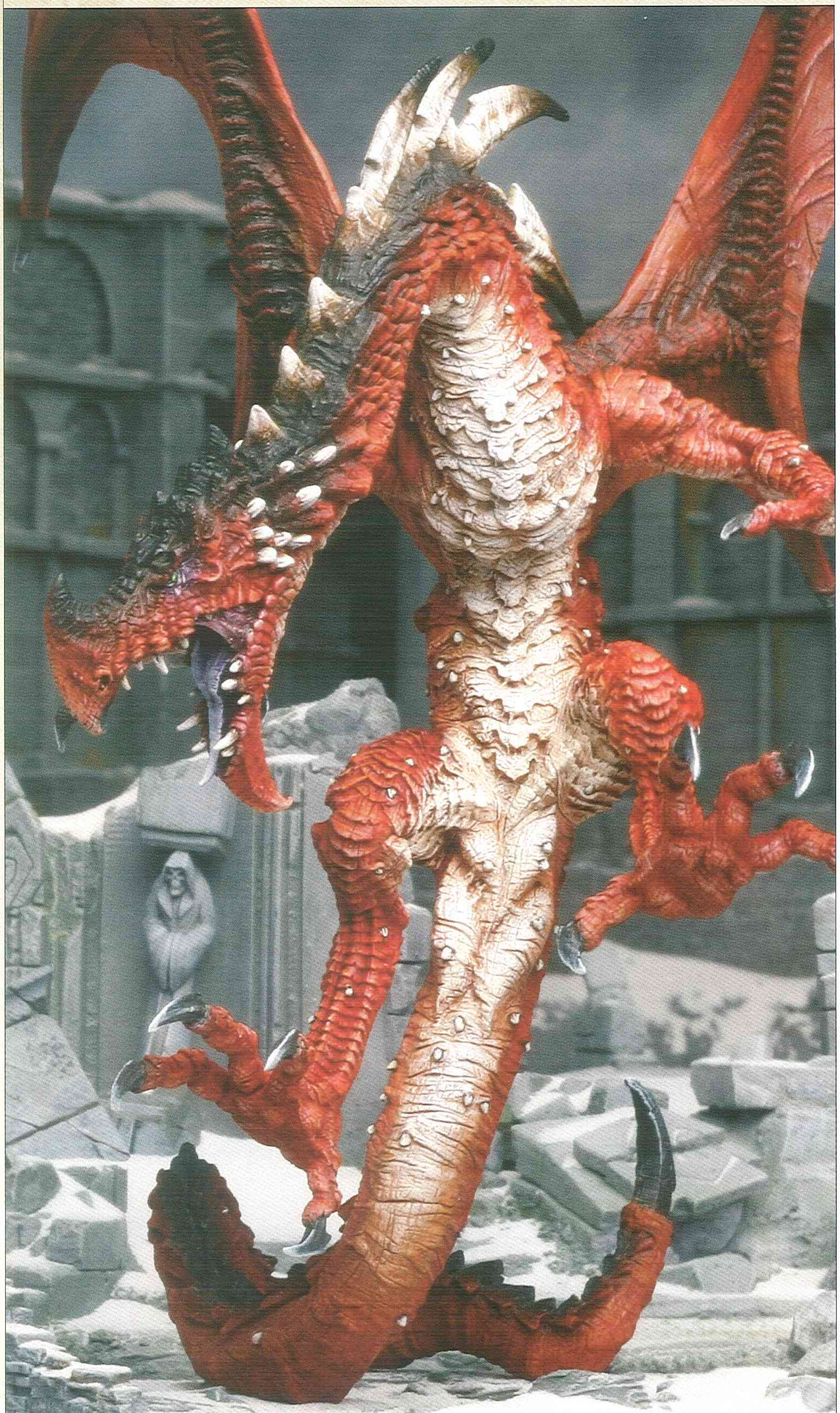
Endowed with Fire 3, the Blunderbuss-wielders are equipped with a steam powered blunderbuss/FOR 5 + 1d6, range 15-30 45; They can use the pressure in their boilers to increase the STR of their weapon and pierce even the thickest armor.



DRAGON TITAN OF AARKLASH

WYRM CYNWÄLL

Wyrms are the most ancient dragons of Aarklash. Living witnesses of the Creation, these noble creatures have ruled the skies of Lanever for centuries. As the Rag'Narok is setting the continent ablaze, they are tying once more the ancient pact which binds them to the Cynwäll elves and are joining them in the ultimate battle.



CYTI 01

The Cynwäll wyrm is not a miniature, its an authentic symbol: an outstanding sculture 30 cm in height , with a 35 cm wingspan, standing on a 10 cm wide base. For 750 A.P, it combines the power of a titan to the majesty of the most noble of creatures. The Cynwäll wyrm is a piece which stirs the pride of collectors and epic fans.

THIS BOX CONTAINS :

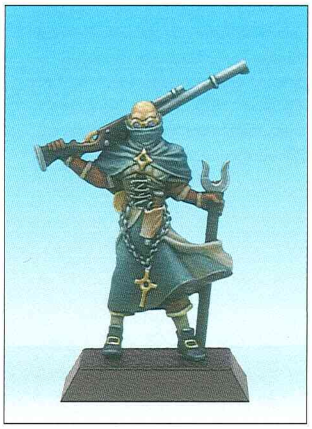
I MINIATURE AND 6 CARDS FOR *CONFRONTATION®*, *RAG'NAROK®* AND *CADWALLON®*.

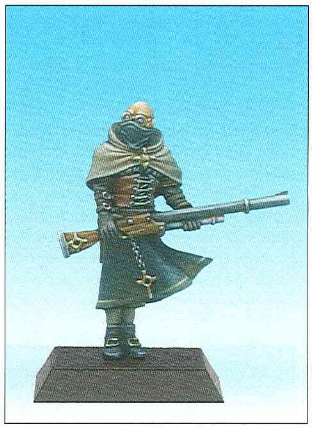
WYRM CYNWÄLL
RANK : CYNWÄLL CREATURE. TITAN. HEAVY ARTILLERY/ZONE. IMMORTAL OF LIGHT.
750 A.P.

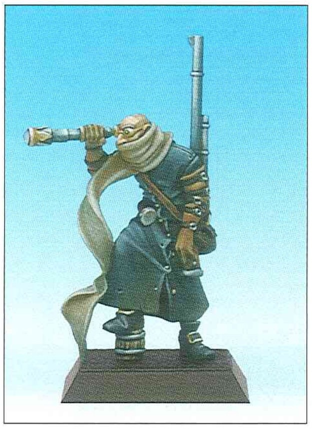
SUGGESTED RETAIL PRICE :
$ 279,50 / 199,00 €

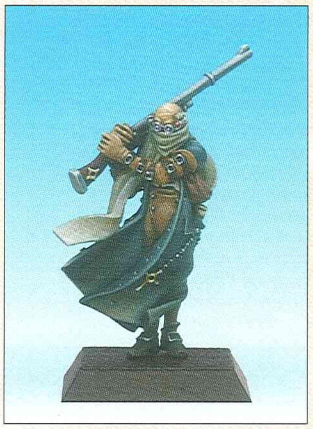
GRIFFIN OF AKKYLANIE

THE GRIFFIN FUSILIERS









S

GRBO **04**

Thanks to the gift from the Cynwäll, The Akkylannians have mastered powder and firearms. They produce great quantities of long rifles which are given to the imperial soldiers to make sure of the supremacy of the one god. These weapons make Griffin fusiliers the best marksmen of Aarklash. Occupying the heights, they deal terror on the battlefield. And when they are caught in the fray, they do not hesitate to fire their defense pistols.

This box contains elements necessary to put together six Griffin fusiliers (two profiles available). This Unit is ready to play Rag'Narok. The Griffin fusiliers are equipped with the best fire weapons available to regular troops: the long rifle (STR 6, Range 25-50-75). An unavoidable reference for all the players of this army.

THIS BOX CONTAINS :

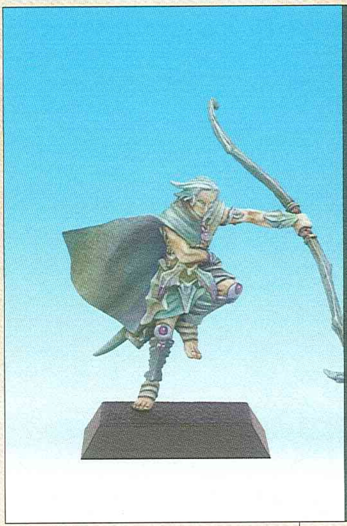
6 MINIATURES AND 2 CARDS FOR *CONFRONTATION®*, *RAG'NAROK®* AND *CADWALLON®*.

GRIFFIN FUSILIER
RANK: GRIFFIN REGULAR.
19 A.P.

FUSILIER VETERAN
RANK: GRIFFIN VETERAN.
23 A.P.

SUGGESTED RETAIL PRICE :
$ 32,50 / 25,00 €

DATR 01



DAÏKINEE ARCHERS

3 MINIATURES AND 1 CARD FOR *CONFRONTATION®, RAG'NAROK®* AND *CADWALLON®.*

RANK: DAÏKINEE REGULAR.
15 A.P.

SUGGESTED RETAIL PRICE :
$ 15,60 / 12,00 €

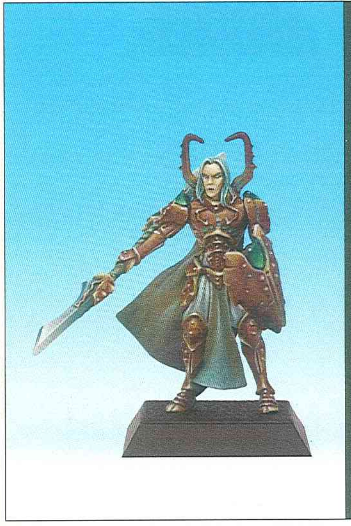
The archer had ventured alone into the Ashinân forest, territory of the Akkyshan. Along the way, he remembered the decades of war, his family taken into to night, his brothers-in-arms fallen on the banks of the Ynkarô … While he approached Lloth, he spotted a Akkyshan widow busy devouring a monkey. standing in the wind, he let the predator know he was there. The message passed: the war between their two people was going to take a new turn, because the Daïkinee would not content themselves with defending their territory anymore.

Endowed with MOV 12,5, FIRE 3 and equipped with a Bow/STR 4, Range 25-45-65, the Daïkinee archers are very mobile marksmen, capable of running quickly across the battlefield to shoot down the enemy. Besides they are endowed with Regeneration/5, the army ability of the Daïkinee elves.

The scarab warrior had been hunting the infuriated Wolfen for several hours. Nearing a clearing, he eventually found him, busy devouring an antelope. The warrior moved in slowly, with his weapons out. As he approached, the creature turned him its mad eyes to.
- I do not want to kill you more that you want to die, declared the elf. Leave these lands where you do not belong any longer!
As an answer, the Wolfen threw himself at him, tearing a large wound in his delicate skin. But as the scarab got up, his wound had already cured. Then, with a masterful strike, the elf beheaded the son of Yllia, putting an end to his torment.
- May Earhë open the gate which will lead you back home. Die in peace, I killed you without hate.

With ATT/STR 5/6, DEF/RES 4/8, Regeneration, Master strike/2 and Fine blade, the scarab warriors are tremendous fighters, so skillful they are able to fend off the enemy pieces, hold a position or take down the most powerful creatures of Aarklash.

DAEL 01



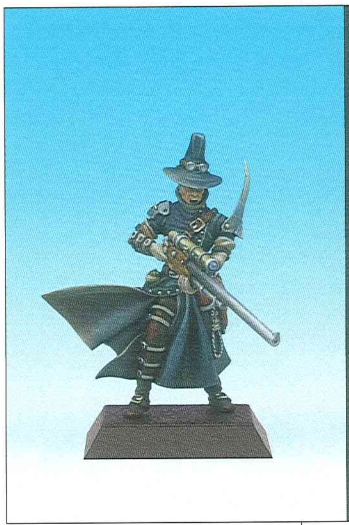
SCARAB WARRIORS

3 MINIATURES AND 1 CARD FOR *CONFRONTATION®, RAG'NAROK®* AND *CADWALLON®.*

RANK: DAÏKINEE ELITE.
30 A.P.

SUGGESTED RETAIL PRICE :
$ 15,60 / 12,00 €

GRFI 05



SAPHON THE PURIFICATOR

1 MINIATURE AND 5 CARDS FOR *CONFRONTATION®, RAG'NAROK®* AND *CADWALLON®.*

RANK: ZEALOT OF THE GRIFFIN. INQUISITION. SECOND INCARNATION.
95 A.P.

SUGGESTED RETAIL PRICE :
$ 15,60 / 12,00 €

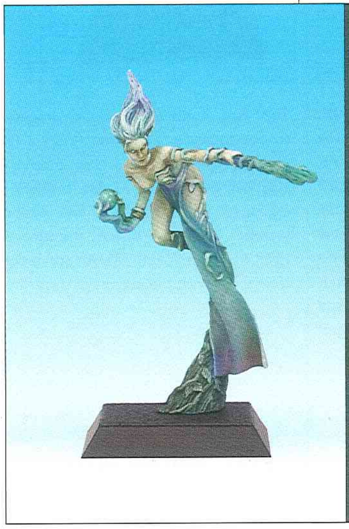
The shores of Akkylannie appeared slowly from the fog. After several weeks at sea, Saphon returned finally coming home. Contemplating the lighthouse, he remembered the years he had just spent in heathen lands. His personal crusade to find the Tomb of Arcavius, his disciples surronding him, and all those sinners whom he had purified in the name of Merin. With these memories, returned the bitterness felt when the empty grave was discovered. Desecrated by Mirà, the fugitive. She had stolen his quest from him, and he would not be able to rest before having quenched his thurst for vengeance and lit the stakes of the Lodge of Hod.

Saphon, austere figure of the Akkylannian Inquisition, returns under his Second Incarnation with a new sculpture, a new profile and new cards. Zealot of Merin (12,5 cm aura of faith), he is endowed with Authority, Harassement, Warrior-monk and Sharp shooter. He is equipped with Absolution, a blessed rifle with a greater Strength and range. He wears the Phylactery of cremation, which prevents the opponent from using Fierce. This Character is the perfect leader for a Unit of fusiliers for *Rag'Narok®*.

Their barge, attacked by the Impure of the Ynkarô, had ended on the shores of Quithayran. To fix the damde and prepare a camp, the goblin sailors had began cutting some wood. An elf appeared before them, with an austere face; on her shoulder was a small strange being crying slowly, a lemure.
- Have you asked the tree for its permission to take its wood?
The goblins looked at each other, bewildered, and burst into laughter. One of them made even a reverence before the fallen tree, calling it "Princess». Shaenre, on the other hand, was not inclined to have fun. She could hear the tree groaning in agony, and the lemure lamenting the death of a friend. More elves appeared and the laughter of the goblins ceased.

Shaenre is an Initiate of Water (Fayery, POW 4). She is endowed with an artifact, Fayery lemure, who confers her Consciousness. Her reserved spell, Claw of Shaenre, creates a claw which inflicts a Toxic Wound to its target while increasing the magician's ATT and STR values. Wall of thorns, cast on a nexus, transforms the battlefield into difficult ground for the enemy fighters.

DAMA 01



SHAENRE, DAÏKINEE SENTRY

1 MINIATURE AND 4 CARDS FOR *CONFRONTATION®, RAG'NAROK®* AND *CADWALLON®.*

RANK: DAÏKINEE INITIATE.
33 A.P.

SUGGESTED RETAIL PRICE :
$ 11,70 / 9,00 €

Do you dream of making the earth and the heart of your opponents shake?
Of operating a fifty ton monster of metal, running at full speed onto the enemy?
Do you want to vaporize whole regiments with a *LC40 Lightlance*?

Do you wish to hum to the sound of a *Krasnimolotov* gatling cannon vomiting five hundred 40 mm grenades per second?

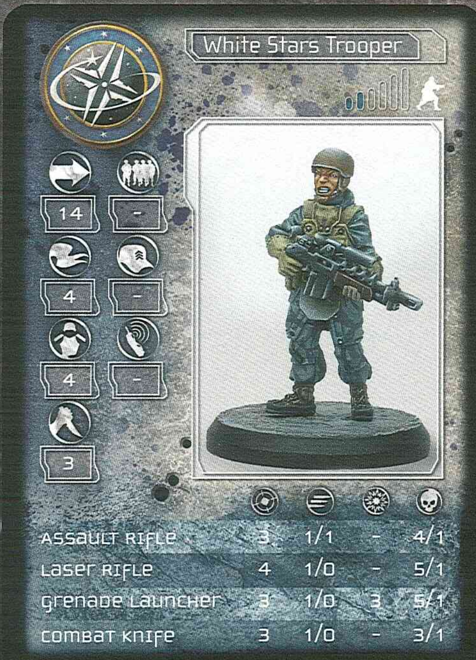
War is at your door!

Choose your side or join the dead and the vanquished!

Welcome to *AT-43*.
The new **RACKHAM** universe!

***AT-43* offers you the smell of powder and ozone, the noise of battle and death.**

Cry Havoc ! Offers you a foretaste: The best free human army awaits a leader, a worthy commander to be led to victory.



White Stars Trooper

14	-
4	-
4	-
3	

Assault Rifle	3	1/1	-	4/1
Laser Rifle	4	1/0	-	5/1
Grenade Launcher	3	1/0	3	5/1
Combat Knife	3	1/0	-	3/1

Could it be you?

Discover it in the following two pages which describe the **U.N.A. White Stars,** one of the factions fighting in the storm of an intergalactic war.

AT-43 is coming, and *Cry Havoc !* could not pass on this occasion to offer you, as a supplement to these few pages, one of the very first cards of the game as a preview!

RACKHAM keeps its much appreciated game cards and adapts them to its new universe.

This card offers you all the information which you will need to play **White Stars** troopers, which form the heart of the **U. N.** army!

THE FORCES IN PRESENCE

Three major powers keep fighting just after the **White Stars** counter-attack

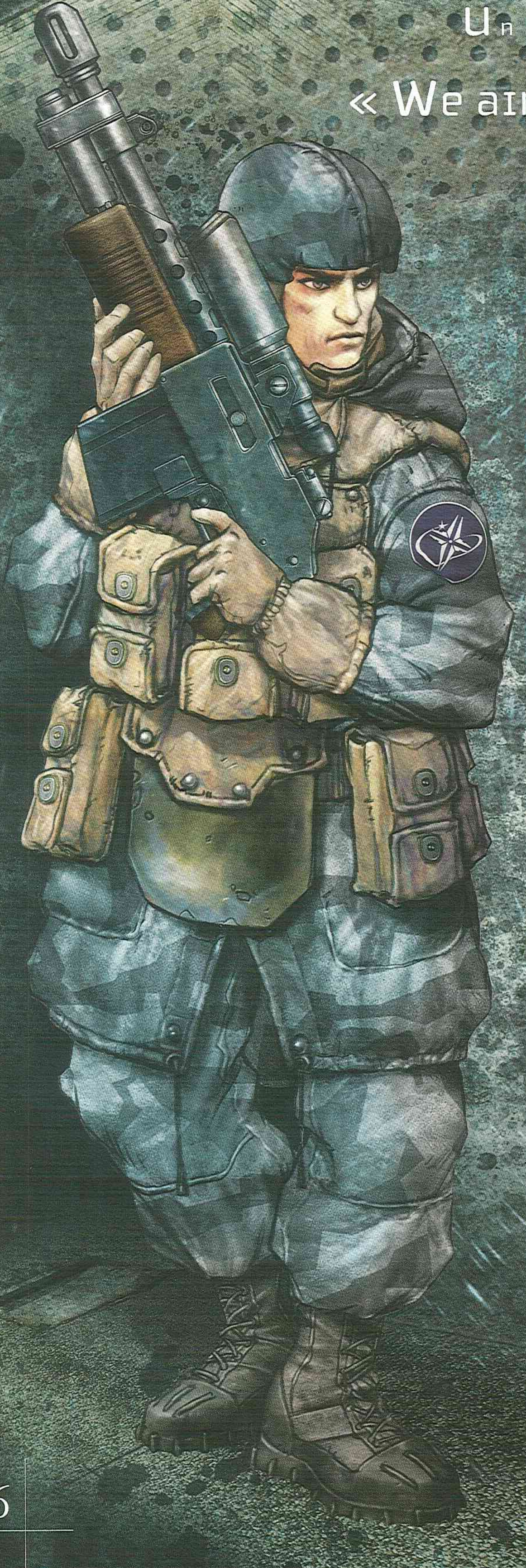
- Defend the universal **Therian** project, manage their terrifying war machines and send into battle hordes of autonomous weapons. Put on the invulnerable Wraith armor; rip your enemies open by launching sound walls upon them, blow up your opponents from the inside with your nano-ammo!
- Join the defenders of freedom, humanity and prosperity, the **United Nations of Ava White Stars**. Pilot a combat strider, a mechanical piranha with laser teeth. Disembowel the armored vehicles of the enemies of progress and stand, victorious, on their smoking carcasses!
- Answer the call of the **Red Blok**, and bring collectivist happiness, to which all aspire, to humanity. Unleash the legions of the revolutionary army on the universe and demonstrate the supremacy of the revolutionary ideology!

Each of these powers is organized in different factions which are as many different army schemes!

WHITE STARS OF U.N.A.

United Nations of Ava

« We ain't lucky bastards, we're just the best! »



The United Nations of Ava lead humanity on the road to progress, success and prosperity. The U.N.A. have merged to become a powerful political entity in the fratricidal struggle against the Red Block dictatorship.
Their unity has been forged under the fire of the Morphos invasion and has been soaked in the freezing depths of space, where the invader assembles its deadly machines.

Three factions provide all that is necessary to defend the **United Nations of Ava**'s righteous claims and superiority.

- **Central Command** leads the White Stars armies and takes them to victory.

- **The Military Industrial Complex** equips the glorious U.N. soldiers with powerful combat technologies.

- **Union**, nicknamed Syndicate by its enemies gathers the Corps of defenders of order and freedom who show the splendor of U.N ideals across the universe.

To be a **U.N.A.** citizen is to join the defenders of Good and be part of the most advanced human power.
To join the **White Stars**, is to become the invisible guardian of this philosophy. Equipped with the latest human technologic achievements, the **White Stars** demonstrate a little more every day that freedom is the most powerful weapon.

CENTRAL COMMAND (CENTCOM)

• COMMAND!

Coordinate, equip and train the best army serving Humanity to then lead it to victory, is the mission of **Central Command**. Under its guidance, the **U.N.A.** have got the best soldiers, the best material... **CentCom** is a victory machine and she's running full throttle!

• ORGANIZATION

General headquarters, police force, intelligence services, **CentCom** is a gigantic tentacular organization, with all sorts of different beliefs. **CentCom** gets the best out of everyone: motivation for power, boundless ambitions, defence of higher ideals, Every will is found a use to help in the building of the unfailing U.N. machine war machine.

• TROOPS

CentCom has built the best army upon a simple belief: « Better is better ! ». **CentCom** only trains elite troops: steel trooper, wing trooper, shock trooper... **Central Command** with the best of **U.N.** technology : laser rifle, steel TacArm, fire toad combat strider.
« Better is better ! », that's all.

MILITARY-INDUSTRIAL COMPLEX (M.IND)

• PRODUCE!

More weapons, more machines, more equipement, ever more efficiency : the **Military Industrial Complex** was created to support the war effort. Within its gigantic factories, the **M.Ind** makes the weapons and equipment which gives the **White Stars**, the armed forces of the **U.N.A.**, the means to remain on top of military efficiency.

• ORGANIZATION

The **M.Ind** gathers the industry leaders, scientists and military. To the **White Stars**, the **M.Ind** provides the material and the technological innovations. To the **U.N.A.** civil population, it brings prosperity and professional success. The meeting of industrial, scientific and military interests constitutes the driving force of **U.N.** economy.

• TROOPS

The **M.Ind** exploits to the maximum what makes its superiority: machines. They use ultra-heavy combat strider prototypes such as the Fire crawlers, the latest armored weapon systems such as the steel TacArm, the most advanced laser rifles such as the LR39. In the hands of the **White Stars** of the **M.Ind**, this equipment does wonders!

UNION (SYNDICATE)

• MANAGE!

The dozens on billions of **U.N.A.** citizens bloom under the benevolent supervision of **Union**'s institutions, also known as **Syndicate**. To the traitors, the spies, the half-hearted, **Syndicate** bring quick and unforgiving justice. To honest and enthusiast citizens, **Union**, guardian of **U.N.** values, offers the **U.N.** way of life, which is simply the best way to live.

• ORGANIZATION

Union gathers all the civilian institutions of the **U.N.A.** among a homogeneous structure and is charge of managing the war effort, fighting against crime, offering safe and independent information. In the many civil and military services which constitute **Syndicate**, the **U.N.** way of life is elaborated, guaranteed and zealously defended.

• TROOPS

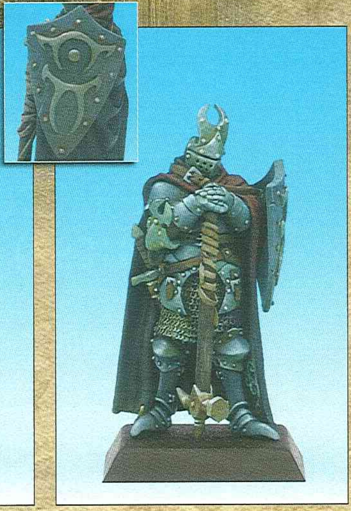
To its armed forces, **Union** relies on enthusiastic volunteer from the billions of heroic citizens who are part of the **U.N.** population. Its troops are many and powerful. They combine the universally renowned professionalism of the **White Star** soldier with the unfailing patriotism of enrolled volunteers.

DISCOVER THE WORLD OF RACKHAM® THROUGH CADWALLON® MINIATURES

CADWALLON®

Nobleman and weapon bearer

Vladar the Arrogant and weapon bearer


Captain Kelian Durak

Cadwë militiaman

Cadwë militiaman

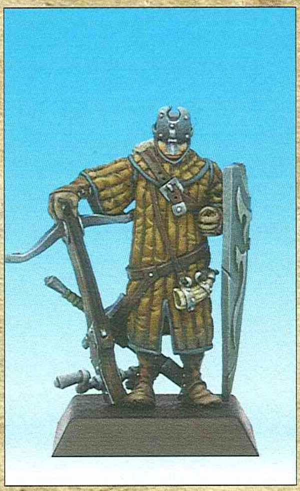
Cadwë sergeant

Cadwë sergeant

Cadwë militiaman

Crossbowmen of the militia

Crossbowmen of the militia


Crossbowmen of the militia

RACKHAM®

www.rackham.fr

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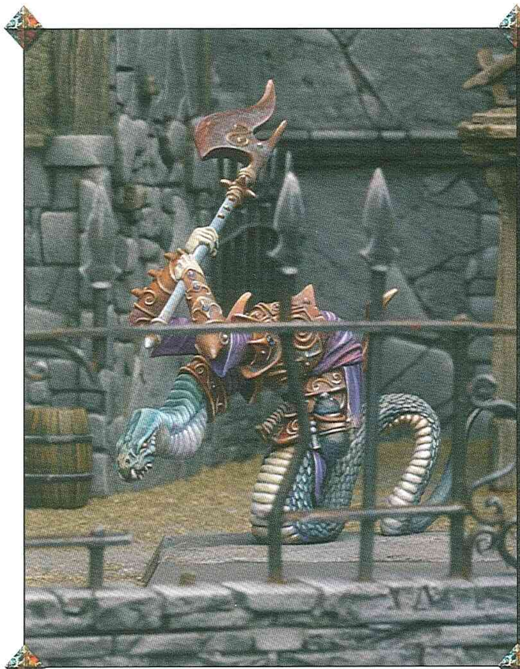


PAINTING GUIDE
OPHIDIAN WARRIOR

A new painting guide and yet another way of approaching the subject. The guide in this issue of *Cry Havoc*, although build around the Ophidian warrior, deals with the painting of ophidian armies in general by stressing on a didactic approach of the painting techniques. Henceforth, photos will come along with a color chart for a better reading of the color schemes and understanding of the painting techniques of the Studio.

AN EXOTIC AND DISTURBING PEOPLE

Snakes are ancient people, for a long time they were affiliated to the Meanders of Darkness. The Ophidian Alliance deliberately followed the dark way and fought against the forces of Light well before the emergence of the others peoples of Darkness. After the fall of their empire, the surviving Ophidians worked in hiding, protecting the prohibited knowledges and manipulating the powerful, wanting for to convenient time to make their move. Their return and the advent of Vice is a bad omen for Aarklash.

The Rackham studio wanted to reflect these various aspects in the painting of the Ophidians to make them the deserving representatives of a disturbing and mysterious people, agents of a prohibited knowledge. The used colors are thus at the same moment rich and "disturbing". Blue, purple and magenta are tints susceptible of evoking as much nobility, as malevolence. Associated to greens, oranges and blues of the snake skin, they infer anxiety and strangeness. Besides you just need to add sheen tints to armors to obtain an antique and preserved feel.

There are numerous works on reptiles in which you can find the inspiration to paint the skin of the Ophidian. Moreover you should not hesitate to inquire about the other species of reptiles, such as iguanas and crocodiles. For the exotic side, paint the scales in bright colors, as it exists in nature; it can only be beneficial. It is however necessary to be careful to keep a good legibility of pieces.

Some useful colors

001 Eternal white	002 Accursed black	003 Abyssal blue	005 Migal blue
006 Divine purple	007 Wizard blue	009 Glacier blue	011 Dead flesh
012 Precious blue	013 Antique green	016 Chasm green	019 Chitin green
020 Dirty leather	021 Beastly flesh	022 Soil of Avagddu	023 Kallienne yellow
024 Syhar soil	034 Natural leather	035 Arcavia red	038 Merin's Fire
039 Royal yellow	041 Noësis White	042 Wildcat grey	043 Sharp grey
044 Steel grey	045 Grey of Darkness	046 Celestial pink	049 Polished silver

RICHER AND DEEPER COLORS

Getting deep and rich tints, letting appear here and there changeable reflections, is one of the determining elements of the painting of Ophidian. However, the whole should not be too heavy. The piece has to remain discreet and harmonious. A lot of colors are the result of a set of various tints which respond to each other, a bit like the style of the various elements of a miniature, but at the level of a single material, zone, volume. It can be more easily done on reasonably vast surfaces than on details. You just need to play with transparency on the painting. You choose a color (secondary or completely different) which goes well enough with the shade which you wish to enrich, then, by adding its secondary color to darken it, you deepen the result. So, by overlaying tints and by playing on their transparency, you enrich the color.

You just need to work by glacis on certain zones. But instead of resuming the basic color to intensify a gradation, you use another shade which is blended in by successive passages on the previous layer. By making several passages of this glacis and by reducing the surface every time, you realize a nuanced gradation. Various tints applied to the same zone can produce a more brightly colored effect.

Stand in line

To paint a group of fighters always requires a certain reflection on the colors scheme of before doing anything else. You can establish a scheme, and then alter it according to the role of every miniature. In the same way as for an army, it can be interesting to spend more time and give more attention to the Characters, to make them stand out among the rest.

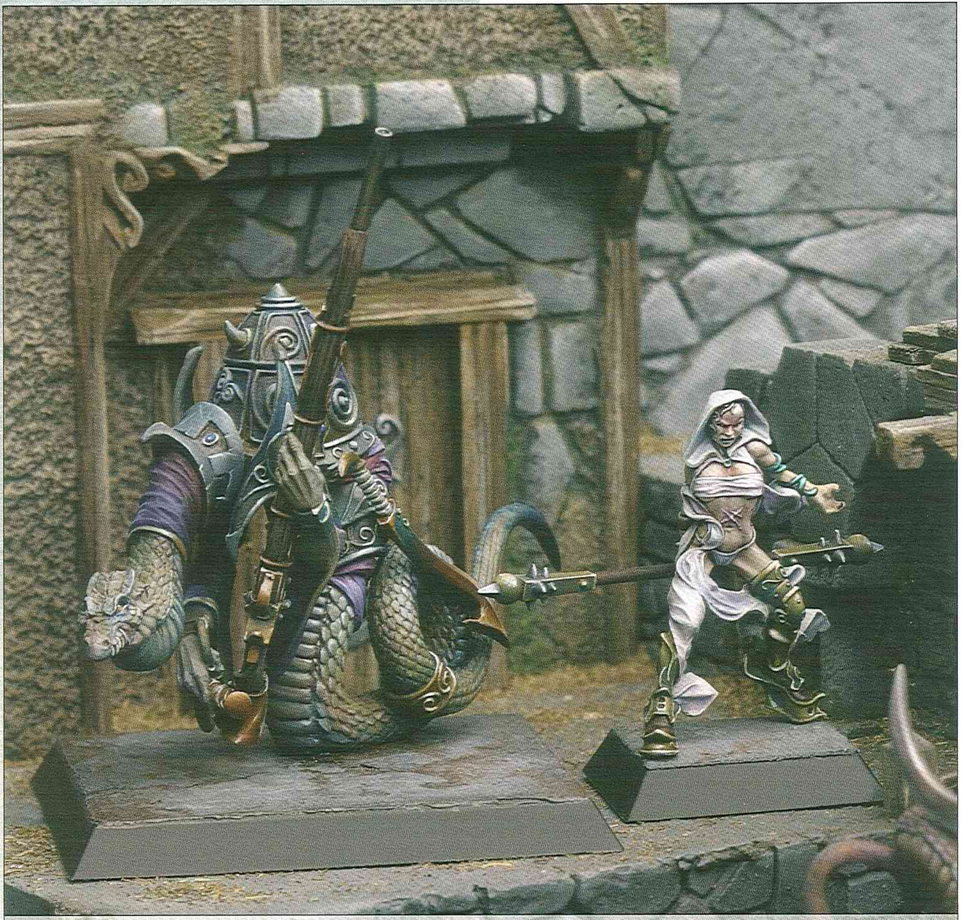
For *Confrontation*, you can easily distinguish the troops according to their rank. So, the Ophidian miniatures have armors or skin of different color according to their rank.

Although it is not the case in the studio, you can also mark a gradation in the level of painting of the troops according to their rank.

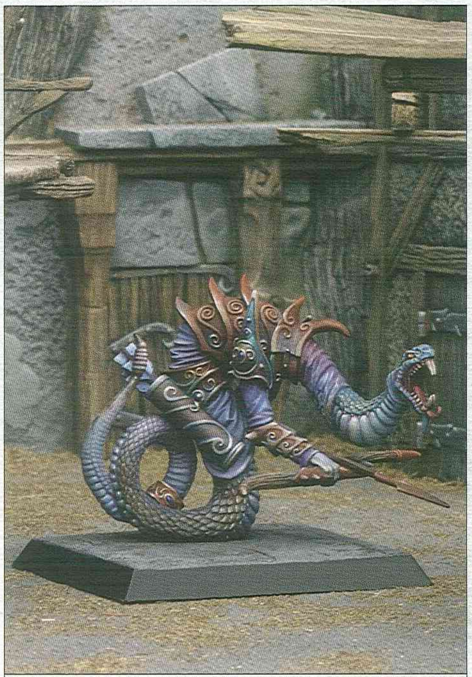
Until now, the Ophidian warrior and Ophidian archer, respectively Regular and Veteran, received an almost identical treatment. The Vortiran (Elite) was painted in a completely different way, but the same principles were applyied. Thus he has a stranger skin (which gives him a more disturbing appearance), as well as an armor and a toga with different colors.

The slaves are painted according to a brighter and less noble scheme, which reflects their rank in Ophidian society. Nevertheless they still have a "antique" aspect thanks to their decorated armors with a sheen. Besides they have a pale and sick complexion which evokes the deterioration of their body and their spirit by the *Enskëm* (see *Ashes of Anger*).

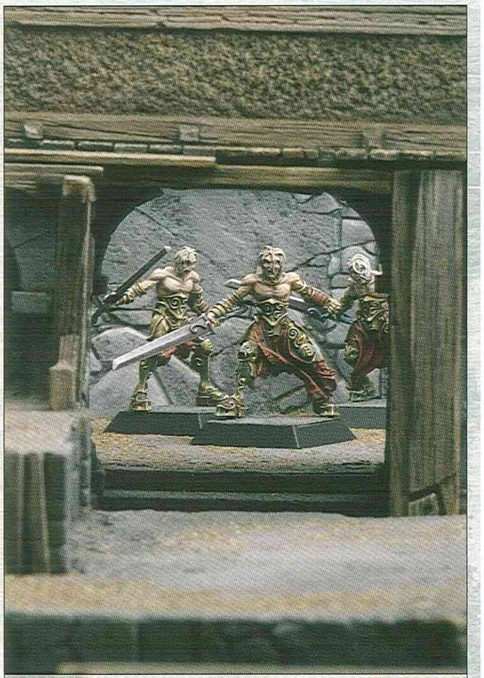
In spite of the differences of treatment, the army keeps a coherent and homogeneous aspect, while allowing every piece to distinguish itself from the others.



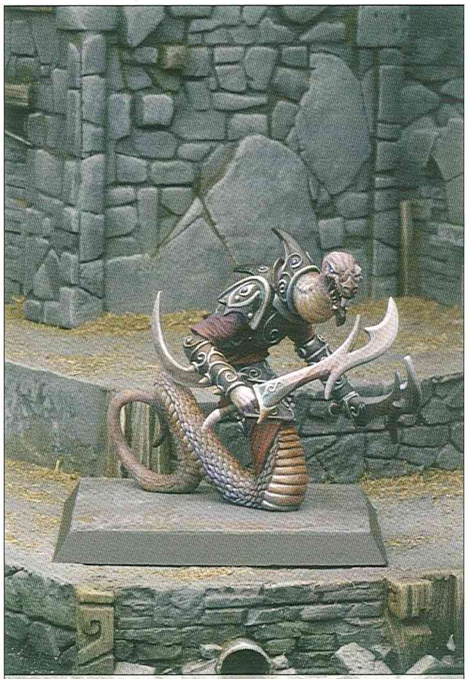
S'ERUM ET AYANE



OPHIDIEN ARCHER



OPHIDIAN SLAVES



OPHIDIAN VORTIRAN

PAINTING FOR GAMING TABLE

1/ Preparation

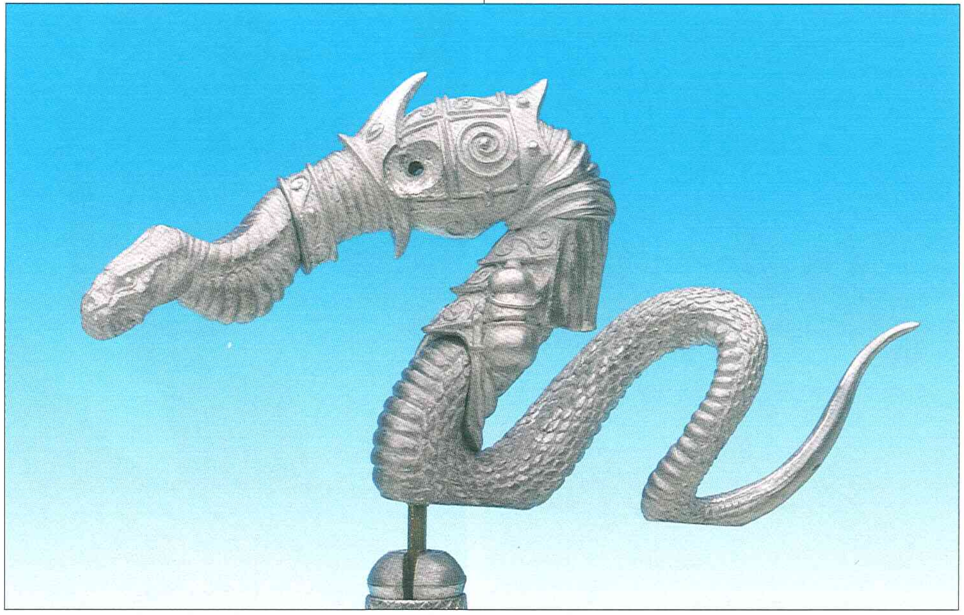
You proceed as usual. The molding line is carefully scraped away since details are very fine. It is then necessary to be careful during the assembly of the miniature and to make sure that the connections between the various fragments are well in place before "pining" it . If it is not the case, it is necessary to remove the excess of lead with a designer's knife.

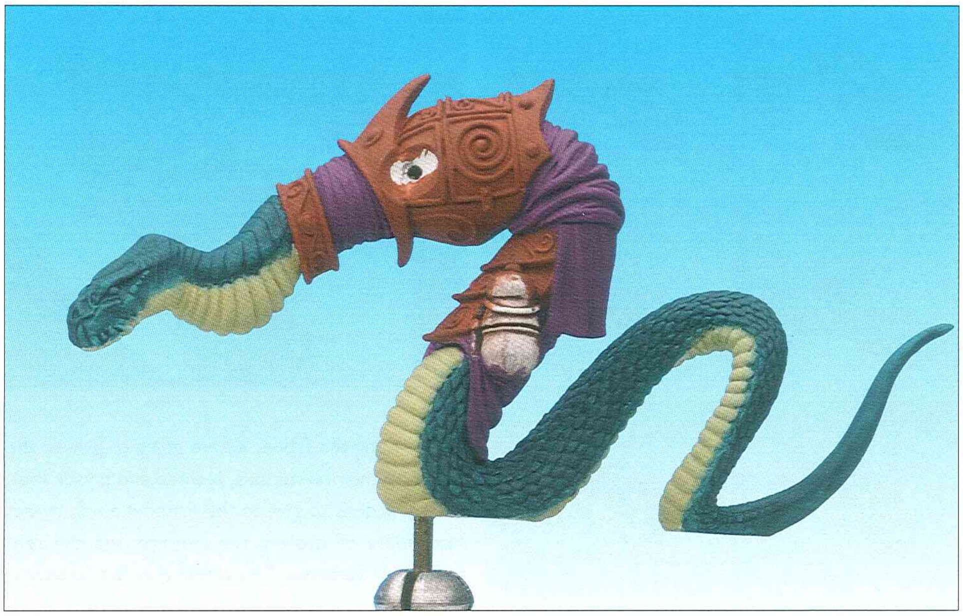
Fragments are then drilled carefully and "pined" to facilitate the painting. This stage takes time, but is of major importance if you wish to avoid problems afterward.

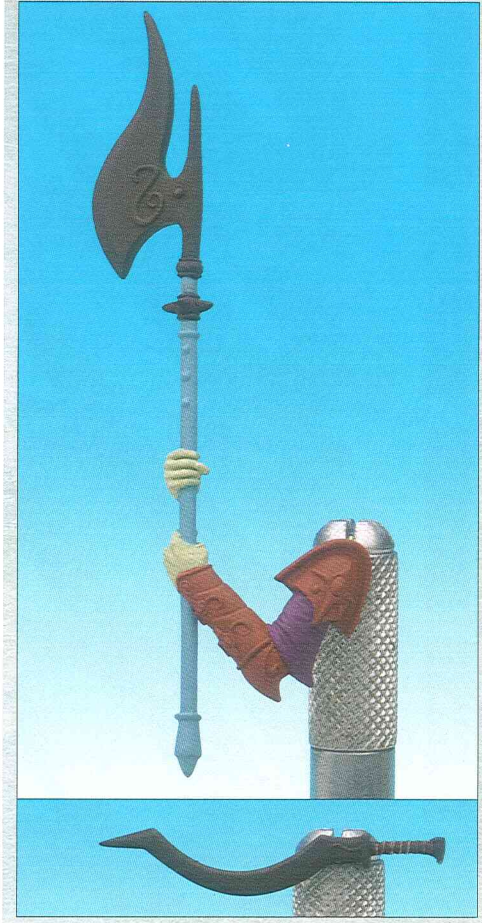
2/ Basic colors

The whole piece (apart from the water pipe) is based. It takes a little more time at first, but clean and opaque result will help to advance more easily afterward. The body is entirety assembled since no element requires to be painted a part. Arms and sword are painted separately and assembled before the last brightening.

Green chitin serves as base for the scales part of the skin, whereas *Dead flesh* is used to cover the stomach part. The fabric is painted in *Divine purple* and the armor in *Natural leather*. The handle of the halberd is coated in the *Grey steel* and the blades of the sword and the halberd is based with *Dirty leather*. The water pipe does not receive a base coat at this stage.





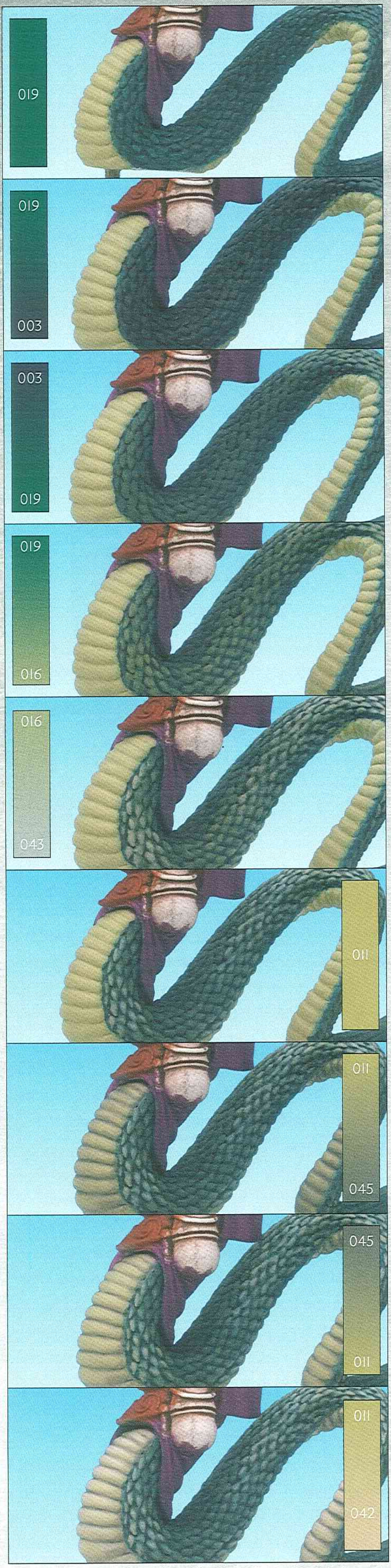


3/ the skin

As usually, the lower layers are painted first. In this particular case the scales. The top is shadowed first with a wash of *Abyssal blue*. It is necessary to see to it that the painting slips in between every scale. All the surfaces are then painted again with the basic green, then the *Chitin green* is enlightened to pure *Chasm green*. It is necessary to follow the curve of the body and use the flat part of the paintbrush on every scale. This last move allows to enlighten several scales at the same time.

The scales of the head are done in a classic way. To finish them of, you enlighten until *Sharp grey* (that is 20 % of *Chasm grey* and 80 % of *Sharp grey*). All the surface is then done by glacis, to blend in and smooth the lightening. You work at first on the *Chitin green*, then you use *Abyssal blue* to re-enlighten the chinks. To finish up, it is necessary to paint once more the edges in pure *Sharp grey*.

Regarding the stomach part, the skin is darkened until it is pure *Grey of Darkness*. Surfaces are then enlightened until *Wildcat grey* (20 % of *Grey of Darkness* for 80 % of *Wildcat grey*). Pure *Grey of Darkness* is then used to re-enlighten hollow parts and the last lightening is made with pure *Wildcat grey*.

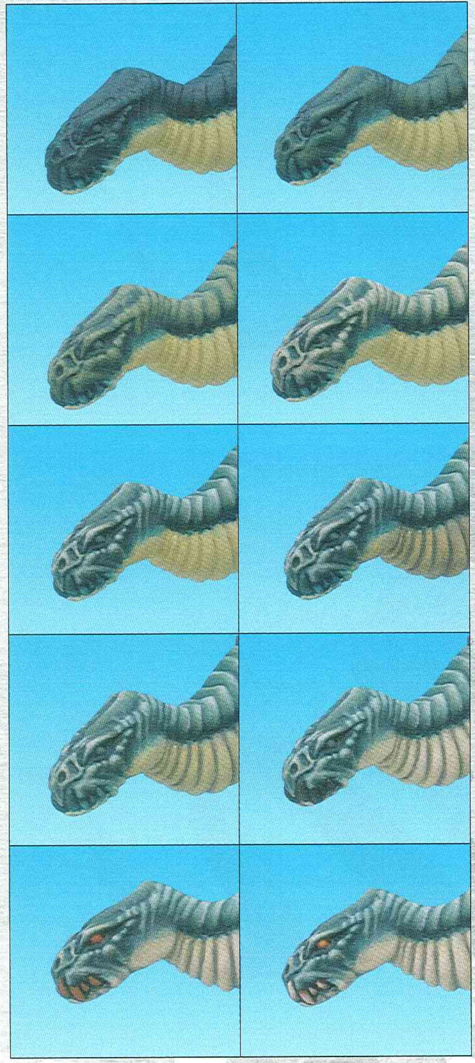


Hands are done in the same way, but painted after the handle of the weapon because they are situated on a higher layer to that of handle.

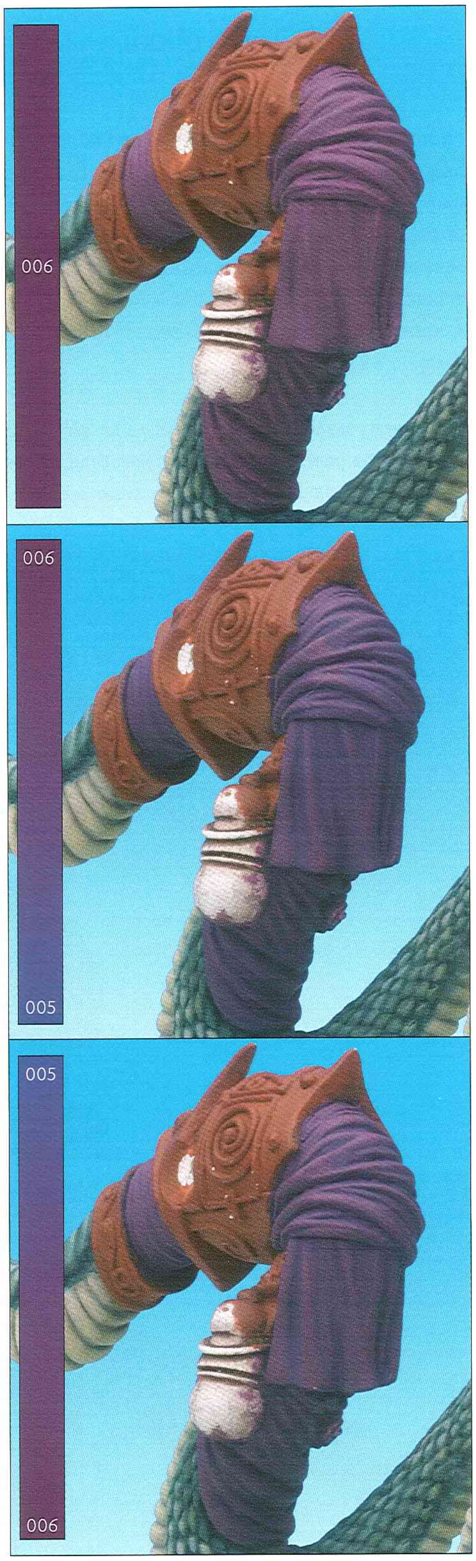
4/ the mouth

The painting of the scale parts of the head having been explained previously, this stage is centered on the teeth and the eyes.

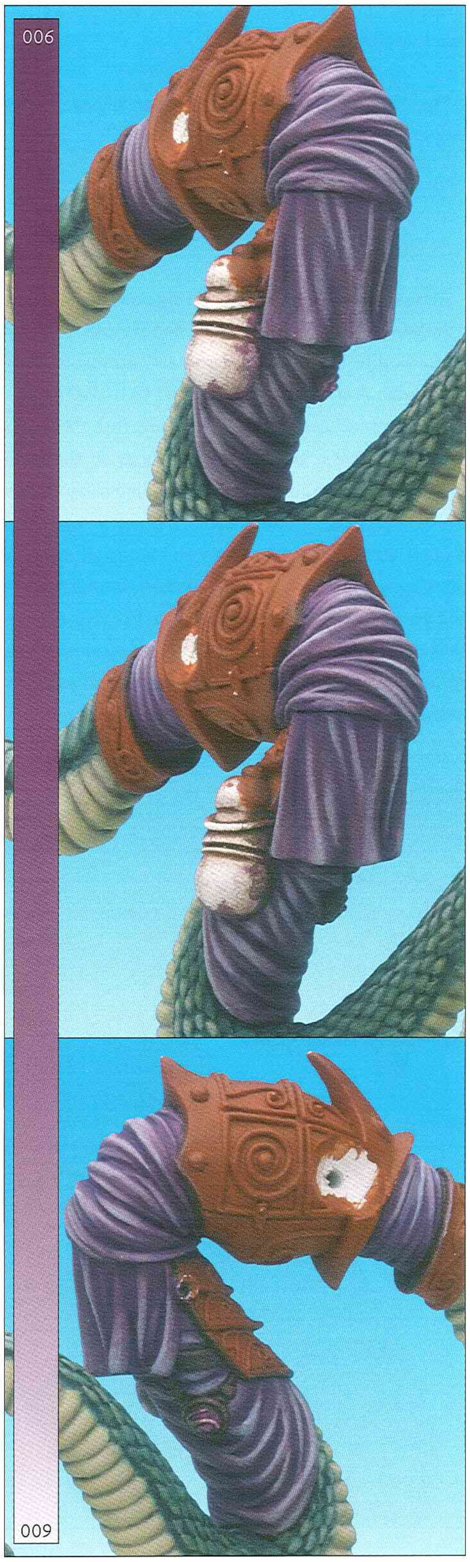
Teeth are lined with the mixture of Accursed black and *Soil of Avagddu* which was mentioned in the previous issue of *Cry Havoc*. They are then based in *Kallienne Yellow*. You enlighten them then until they are *Elven flesh*, then until *Eternal white*. Eyes receive for their part a layer of *Fire of Merin* before being enlightened in *Royal yellow*, up to *Eternal white*. During the last stage, everything is lined, the teeth as well as the eyes. These elements are thus relatively small and a little difficult to paint. It is necessary to keep throughout the process properly mixed and fluid paint (for the gradation transitions). Thus the meticulous work required by the head of the warrior is facilitated.



5/ the toga



By painting the fabric, we are going to give to the Ophidian their mysterious, learned and mystic feel. The purpose is to give to the material a rich aspect susceptible of evoking the learning and the refinement of Serpents. The whole also has to appear ancient and decadent. Thus you are going to particularly insist on the **deepening** and the **enrichment** of the colors, following the example of what was said higher and in the article of the issue number 09 of *Cry Havoc* about the colors theory.

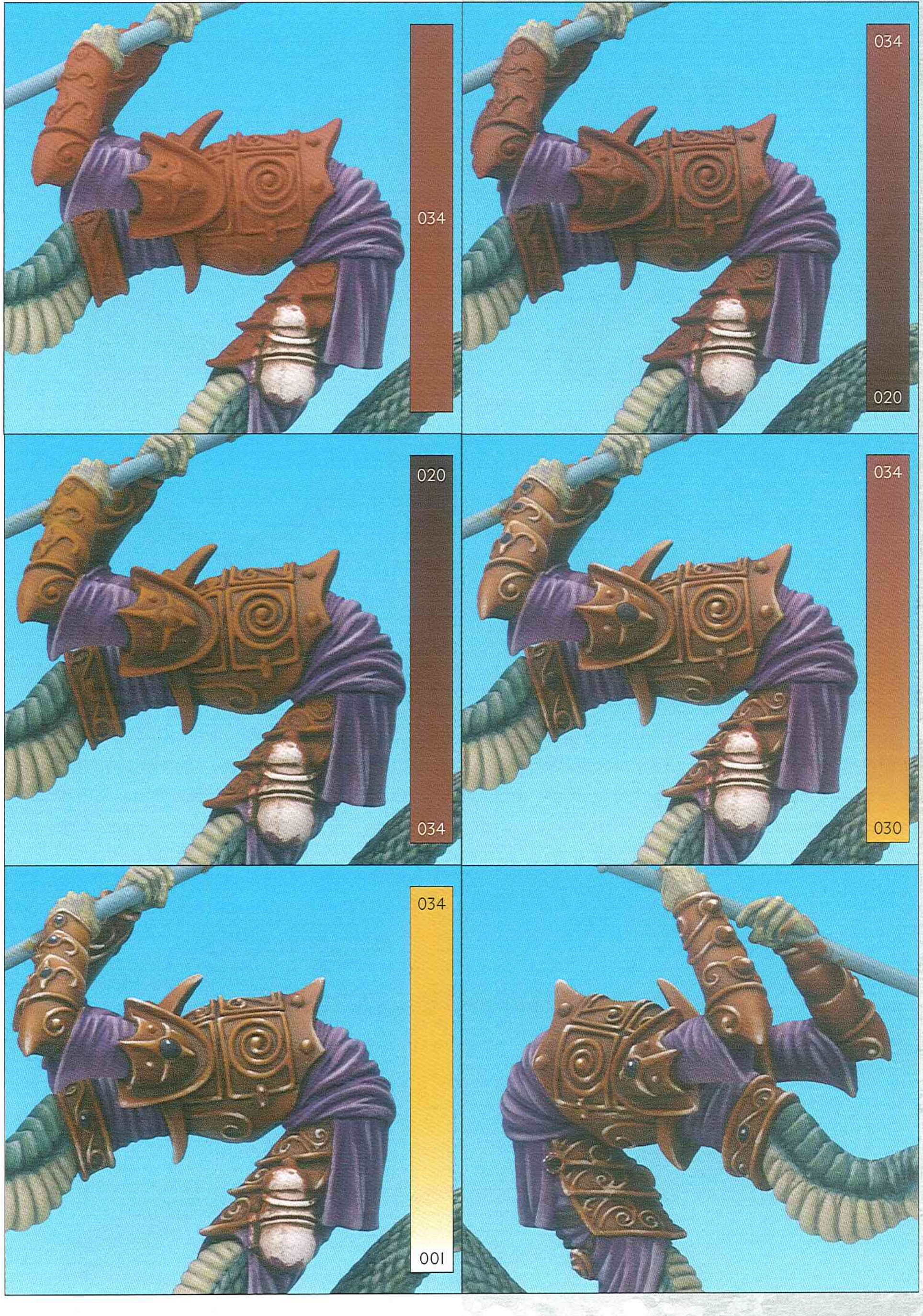


The fabric is darkened with pure Migol Blue, color which once mixed with Divine purple, allows to obtain a rich shade (purple being already additional to the green of the scales). Afterwards is it enlightened with glacier Blue. It is a question of representing precious silk with beautiful bluish reflections and among which the shadows and the lights react harmoniously with the yellow orangy tints of the armor. This part of the miniature is full of small folds; it is interesting to create numerous reflections there which will be painted as if it was metal. Indeed, the work is done on a cylindrical deformed base (a circular part of a bump), curves which allow to easily spread the paint and the light (see *Cry Havoc 10*).

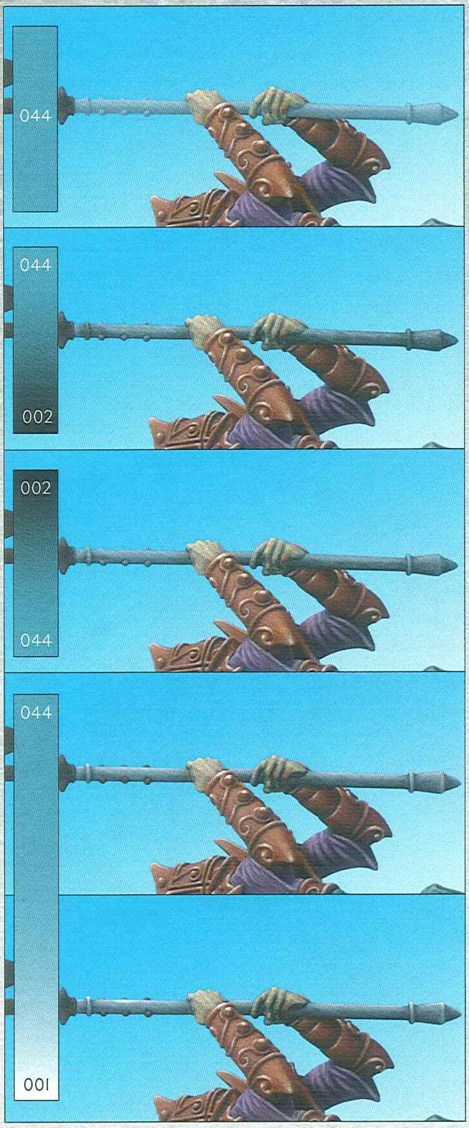
6/ the armor

The *Natural leather* is gradually shadowed by adding to it some *Dirty leather* (you finish with a mixture of 80 % of *Dirty leather* and 20 % *Natural leather*). Raised designs are then done in *Natural leather*, then enlightened up to a mixture of *Royal yellow* (70 %) and *Natural leather* (30 %). The same mixture is enlightened with *Eternal white*, however without going as far as pure white. Most of this lightening is made on the carvings of the armor, as well as near the edges of the greater volumes. A glacis of *Natural leather* and *Dirty leather* (equal quantities) is re-done, to soften the gradations of the various surfaces and show the decorations of the armor. Pure white is then deposited on the most striking and the most exposed edges to a zenithal light edges to render the shining brightness. Everything is lined to properly differentiate the various parts from one another.

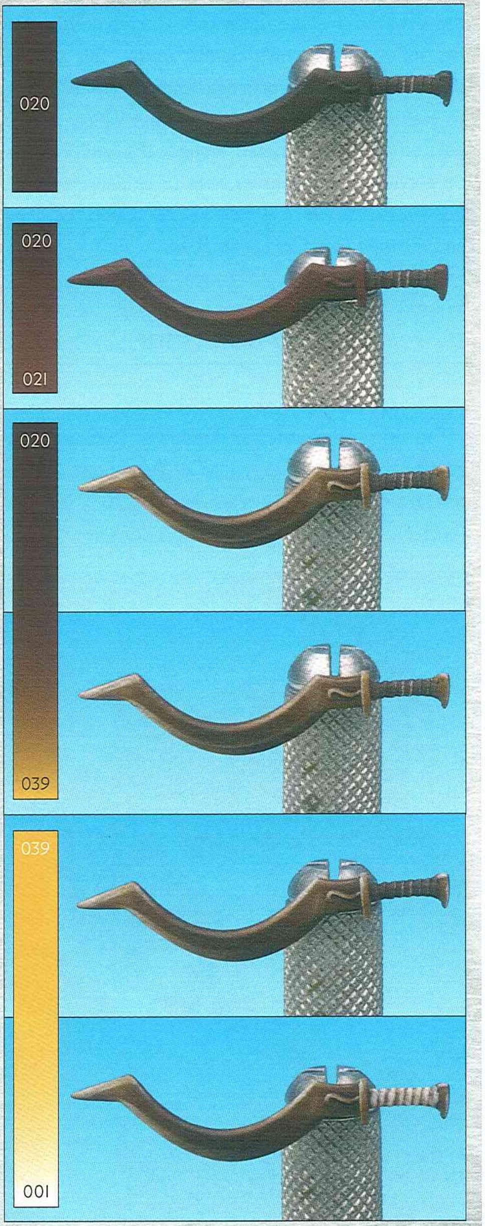
Finally, precious stones are painted in *Abyssal blue* before adding a shiny spark of white.



7/ the halberd

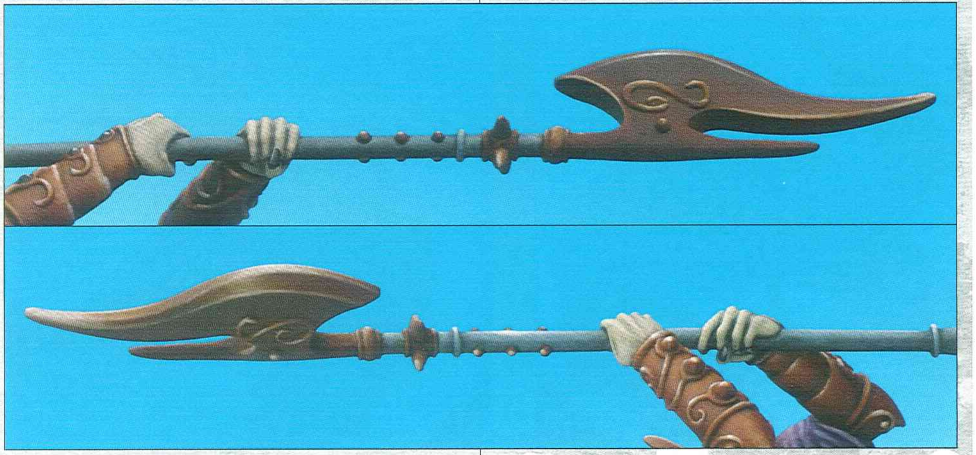


Handle in *Grey steel* is painted with a mixture of *Accursed black* (60 %) and *Grey steel* (40 %) to darken it. It is then gradually enlightened to *Sharp grey*, then to *Eternal white*. To create a very rectilinear light, it is necessary to carefully follow the cylinder of the handle lengthwise.



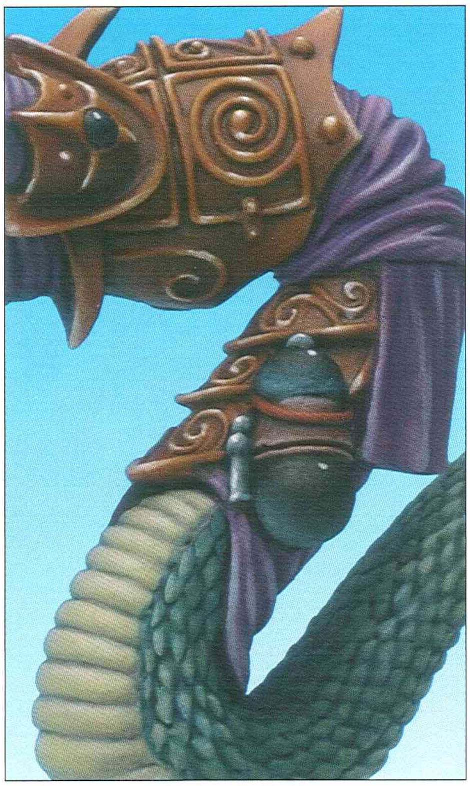
The blade of the sword (as well as the halberd) is enlightened at first to pure *Beastly flesh*. You keep this color that we mix bit by bit with of *Royal yellow* (until 80 % of yellow for the last mixture) and finally with *Eternal white*. To paint some metal with not metal colors is not as complicated as you might believe it. The most important thing is not to hesitate to enlighten it to Pure white and to create strong contrasts between the shadow and the light while keeping relatively limited transition zones. To reproduce the effect of light on metal is essential to get a good result with none metal colors.

The halberd is treated in the same way as the sword.



8/ the water pipe

Almost all of the miniature being painted, you can now take care of the water pipe and choose its color according to the general chromatic atmosphere of the piece. A very dark color allows to make the water pipe stand out besides the miniature. We also wished to give it the aspect of glass, so that one might guess strange substances burning away. To do so, we opted for a bluish black. To easily represent a glass object, it is necessary to represent a ray of light crossing the object in question. In the case of the water pipe, it is on the higher part of the spheres that the light hits it. It crosses then the inside of the sphere in a straight line, then spreads and extends at the bottom.

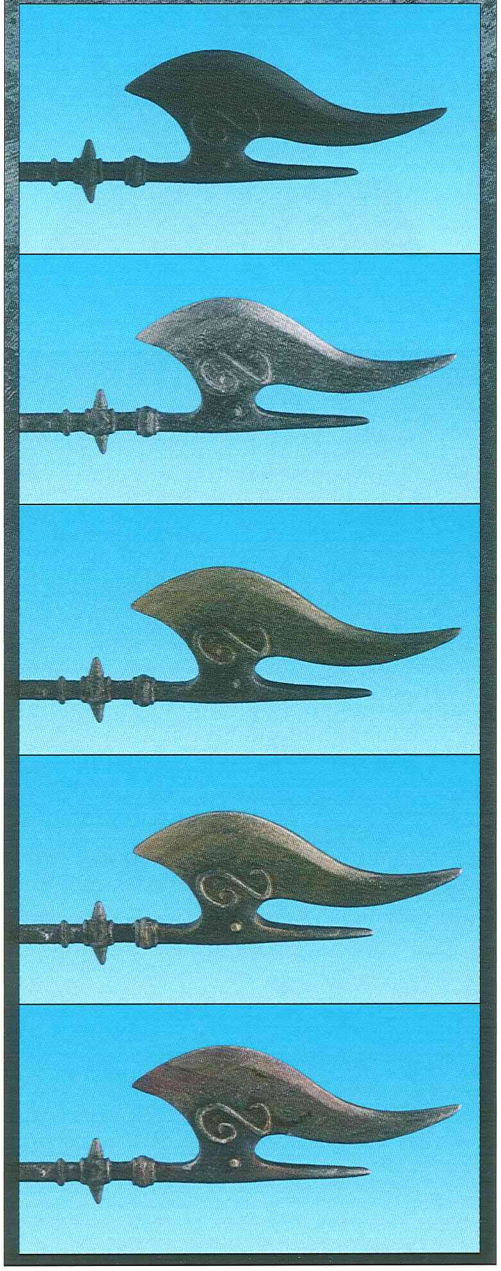


The base of *Accursed black* is enlightened with *Precious blue*, then the bottom with *Glacier blue* (contrary to a zenithal lighting). A light glacis of black allows then to ease the gradations. To finish it, a white dot is placed at the top to represent the point of entry of the light. It is this effect of inverted light that produces the illusion of glass

HALBERD AND SWORD IN METAL

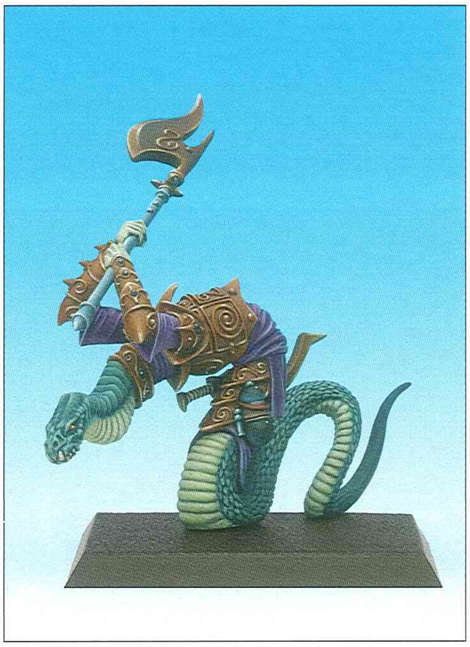
Metal paint offering a better depiction on a black base, the blade and handle of the halberd receive a coat of Accursed black. The blade is then handled in the Polished silver in such a way that we see a gradation towards black. So, the metal seems less shiny, more ancient. After this stage, you taint the blade by successive washings of Syhar soil and Natural leather, to obtain a less uniform and richer, colored metal. Once the washings done, you enlighten once more the Polished Silver, mainly on the edge. All that is left is to paint the traces of blood on the blade.

The sword can be done in the same way. Besides, the handle of the halberd and the armor can be also painted with some polished silver; you just need to change the color of the washings.



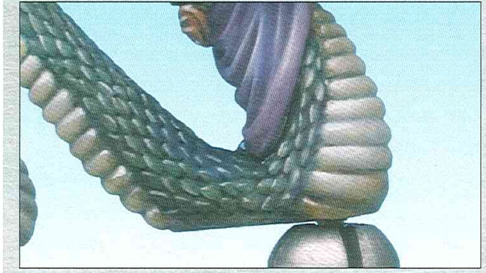
The pipe is painted in red and the bits which connect it on both sides with the globe and with the beak allowing to inhale the smoke are painted in the same way as the handle of the halberd.

The sword is then glued and the base modeled. The Ophidian warrior is then ready to join the ranks of his people to enslave all living beings and shroud them in the dark designs of Vice.

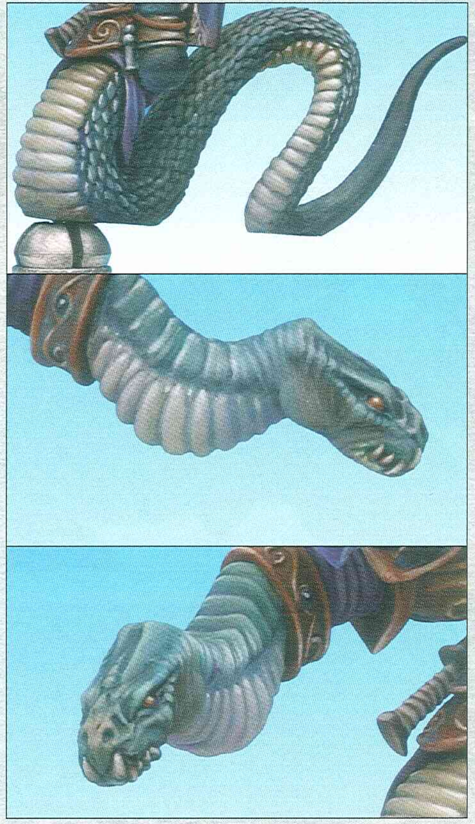


A SUPPLEMENT OF SOUL

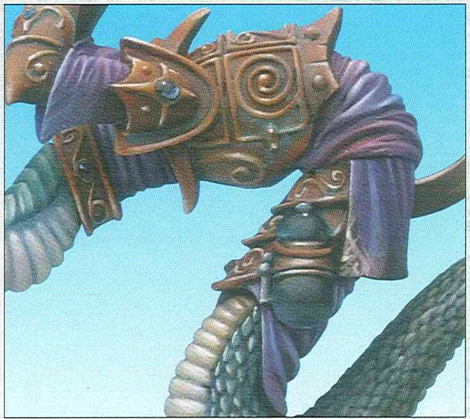
The skin receives spots of dirt, dust and traces of earth, as well as bluish reflections (on base of Wizard blue). These reflections aim at making the part with no scales look more alive, to break a little the unit. Also, all the spots of dirt, done in orangy brownish tints (a mixture of Accursed black, Syhar soil and a pinch of Merin's Fire), make the Ophidian warrior look alive. In theory, the two colors we added are complementary because they are appreciably additional. You work it by using a glacis which you deposit in the chinks between the rings.



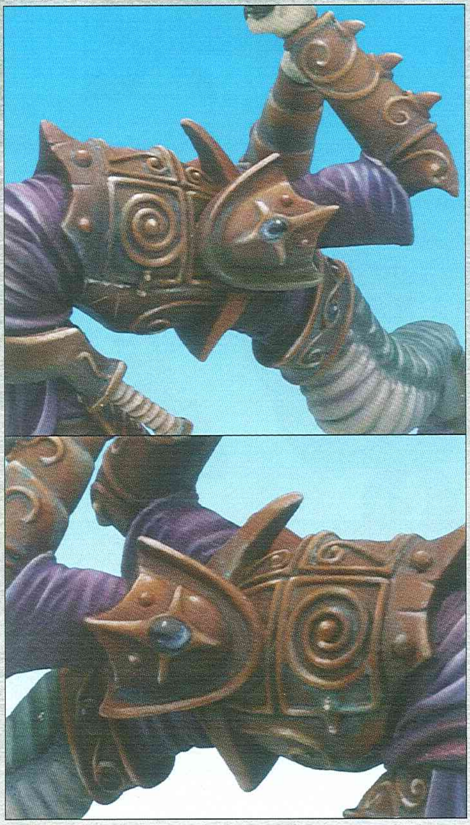
For the Scales part, you just need to with enlighten certain edges in white to give it shiny reflections and to darken gradually the tail.



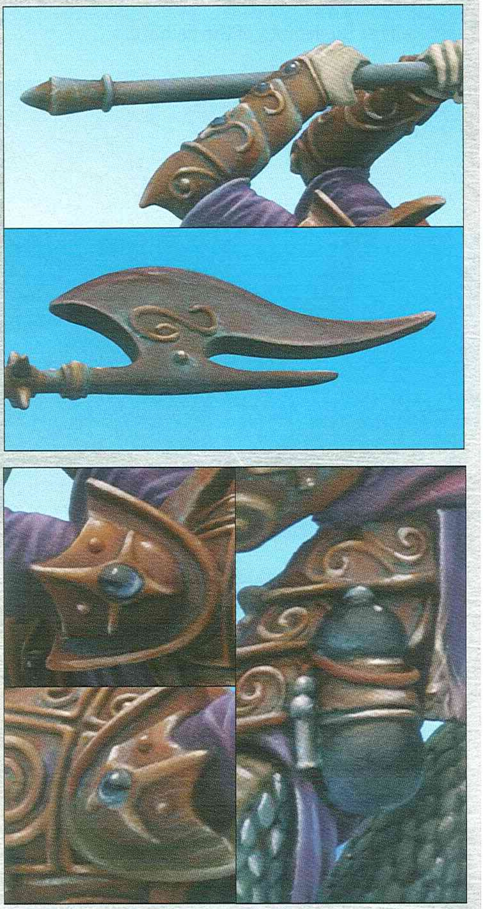
The most delicate part is the toga. The purplish base is gradually "dragged" towards blue or red, according to places, to stress the moiré effect realized previously. The bluish tints are done in Wizard blue and Migol blue, degraded up to Noësis white, even up to Pure white. For the red, use mixtures of Arcavia red and Celestial pink.



The armor is given sheen, oxidized and lined. By transparency, you add tints of Antique green and Patina green in the hollow parts of the arabesques. The smooth parts are scratched, chipped (in *trompe-l'oeil*).

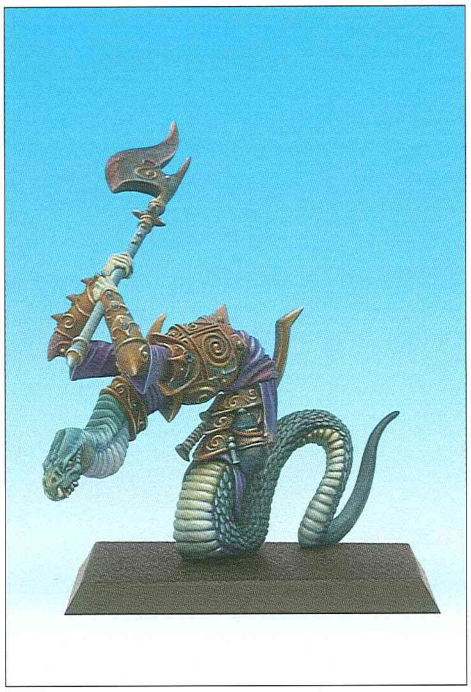


The handle of the halberd is dirty, to break the unit of the metal. It also allows to show the ring.



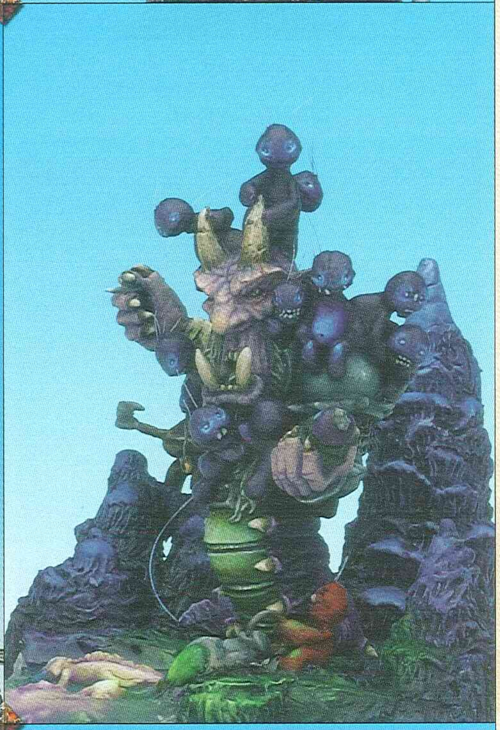
You add extra shiny and opalescents reflections at the bottom of the water pipe, whereas of Pure black is used to darken, by transparency, the top (by paying attention not to erase the white dot of the ray of light). Gems receive a similar treatment.

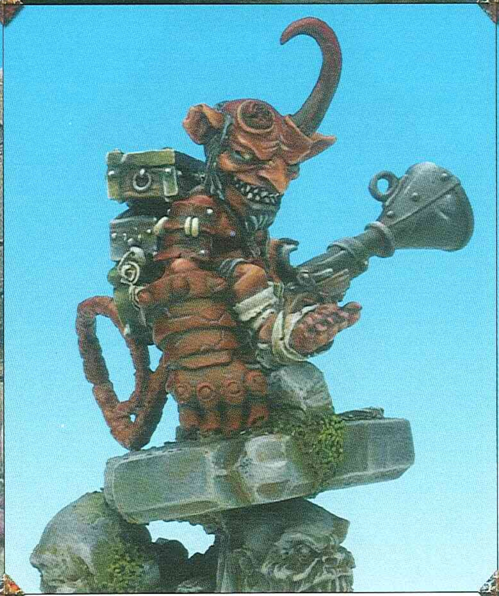
The Ophidian warrior has put on his parade suit. He can join the depths and the luxurious ophidian cities which hidden down their.



PARIS OPEN 2006

THE PAINTING AND CONVERSION COMPETITION.



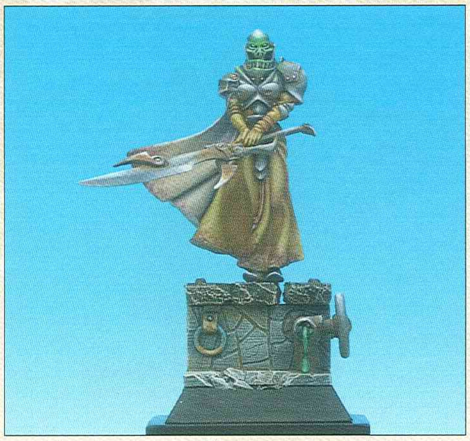


Special award • Open 2006

Martin **Grandbarbe**

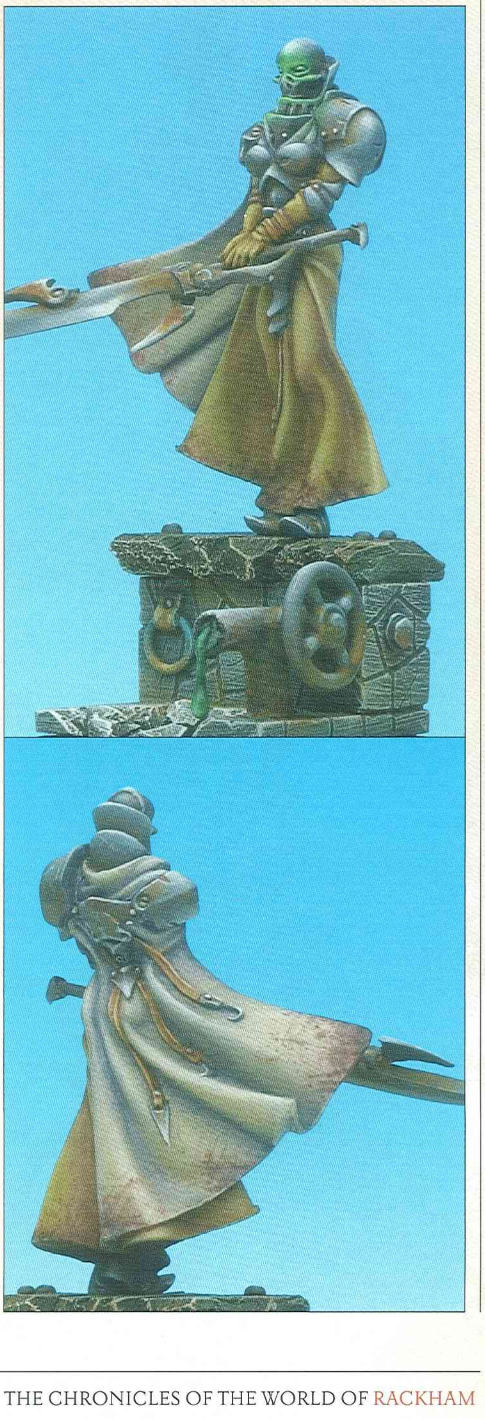
CATEGORY A

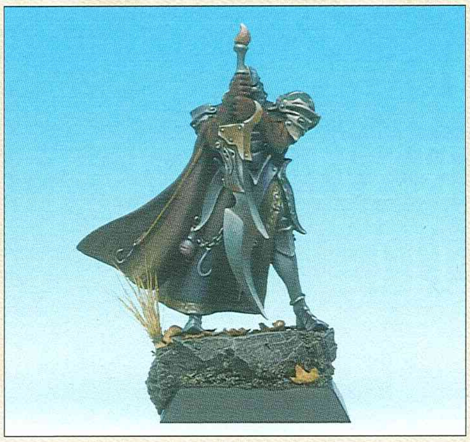
ORIGINAL PIECE ON INFANTRY BASE



1st prize

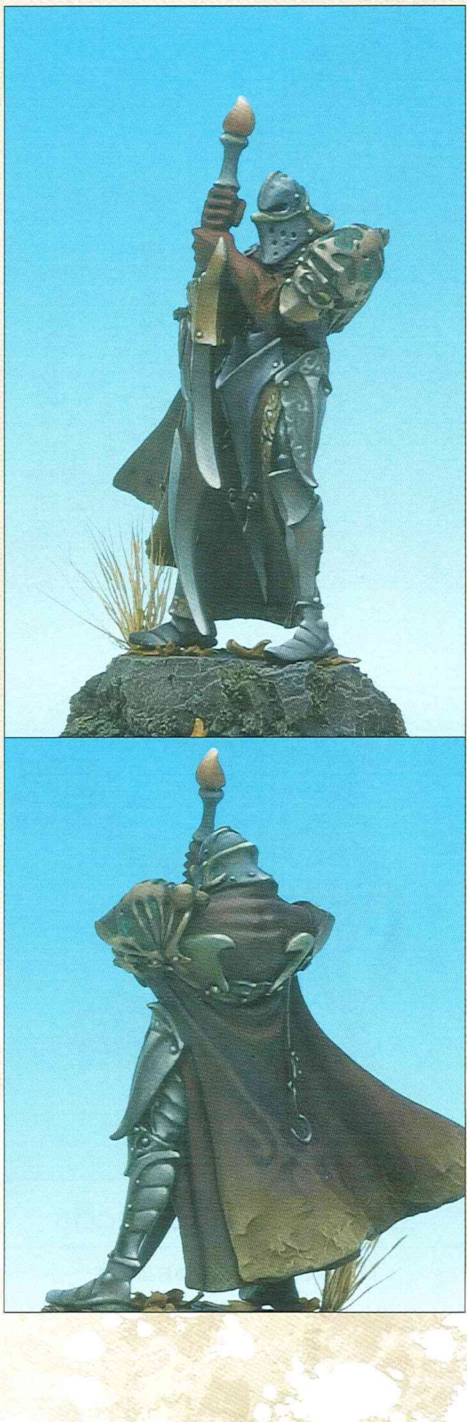
David Ayral

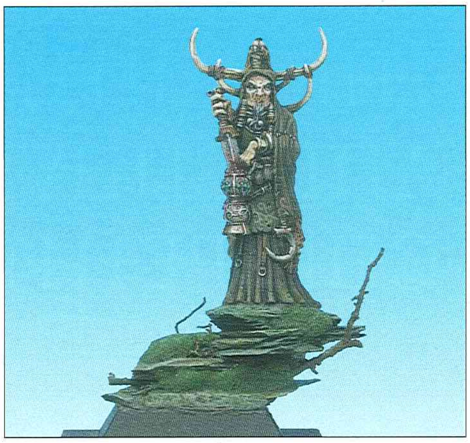




2nd prize

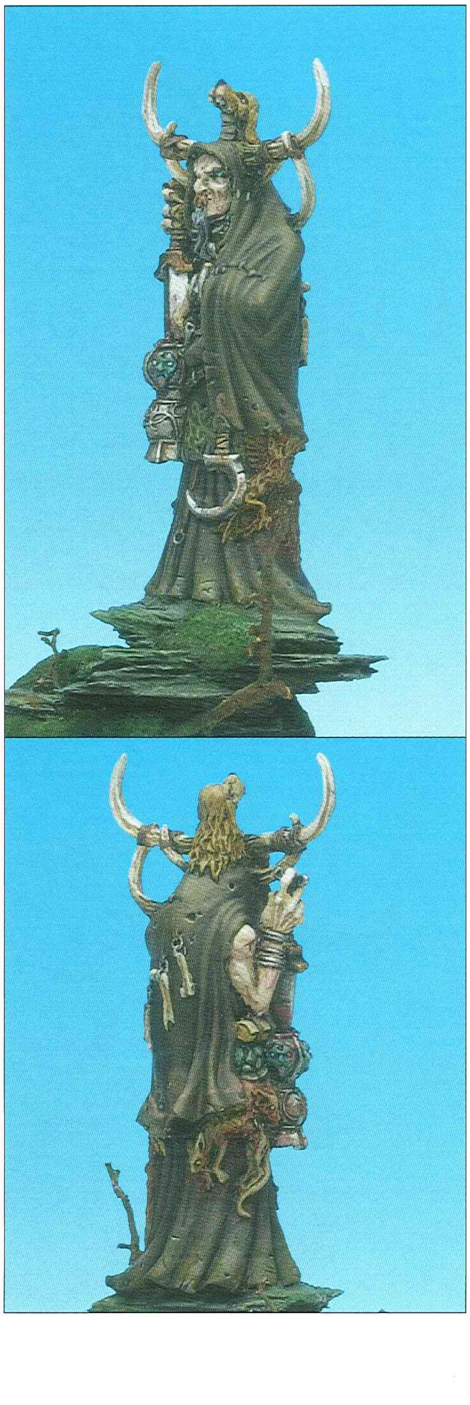
Nicolas Djamdjian





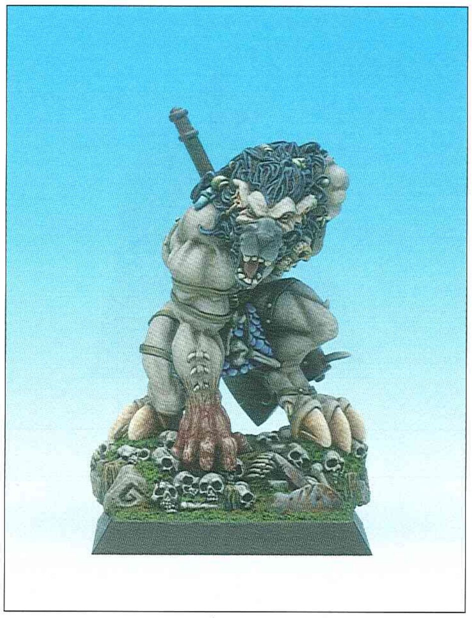
3rd prize

Laurent Hou



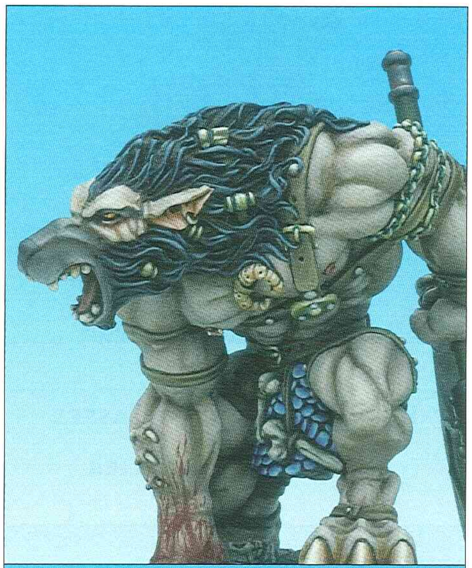
CATEGORY B

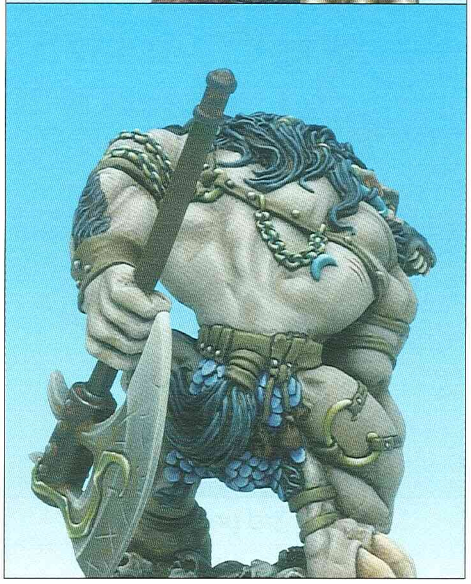
ORIGINAL PIECE ON CREATURE OR CAVALRY BASE

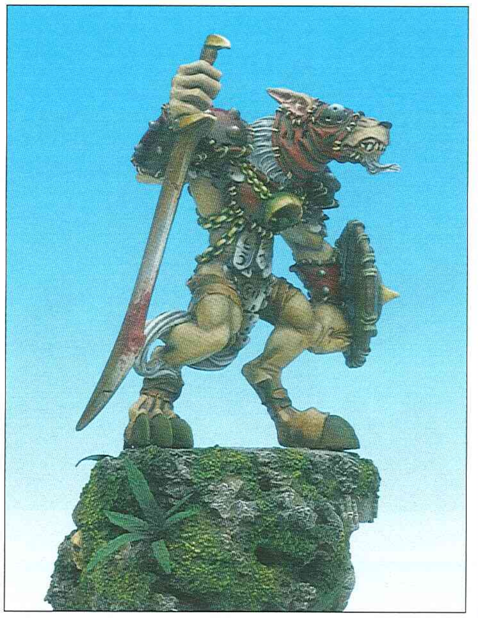


1st prize

Tom **Breitwieser**

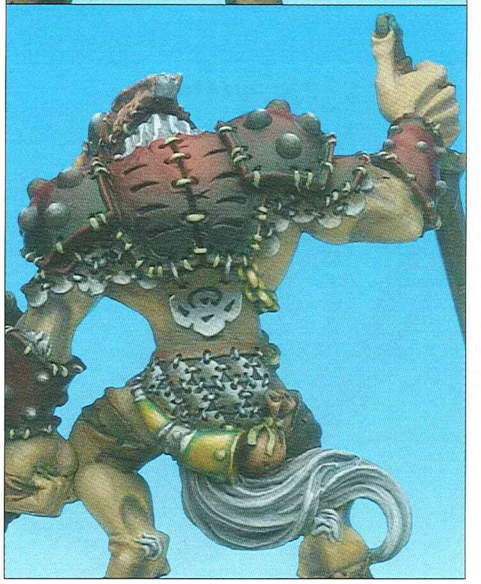


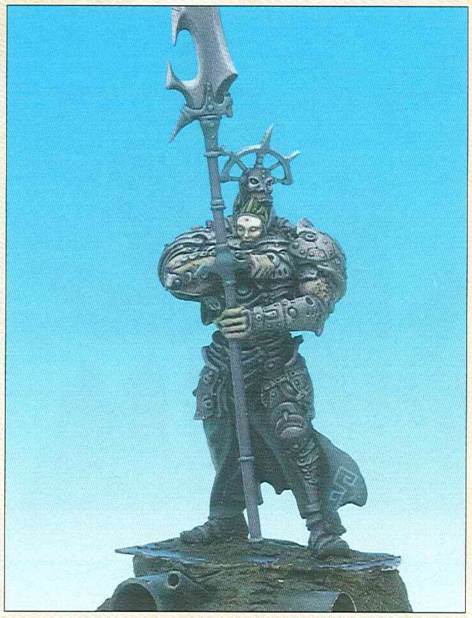




2nd prize

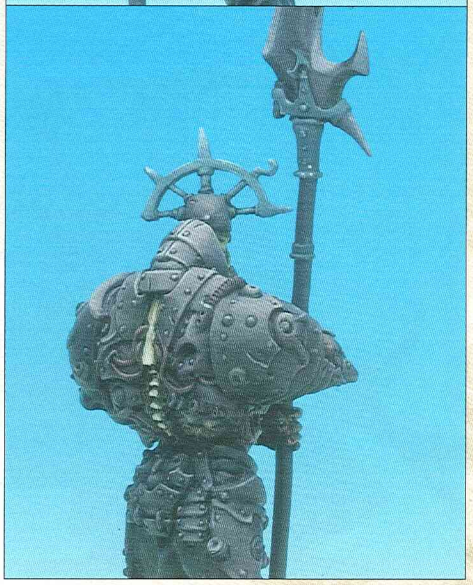
Dimitri **Peyrard**





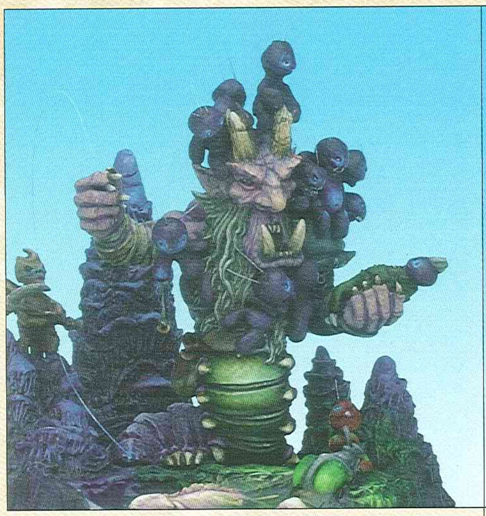
3rd prize

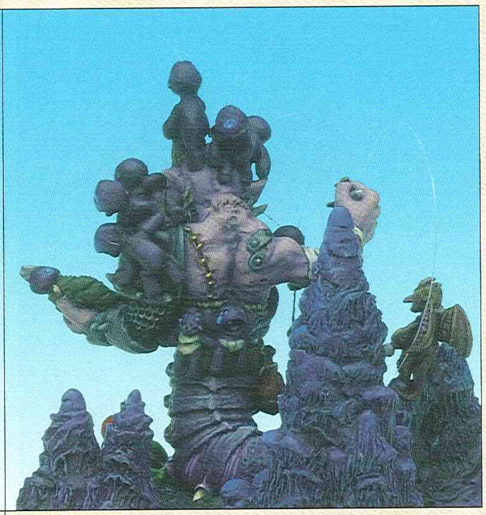
Sophie **Hou**

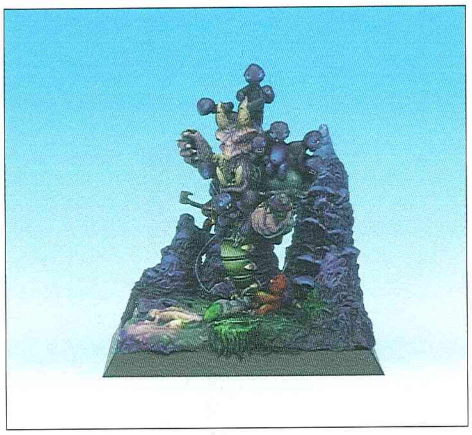


CATEGORY C

CONVERSION

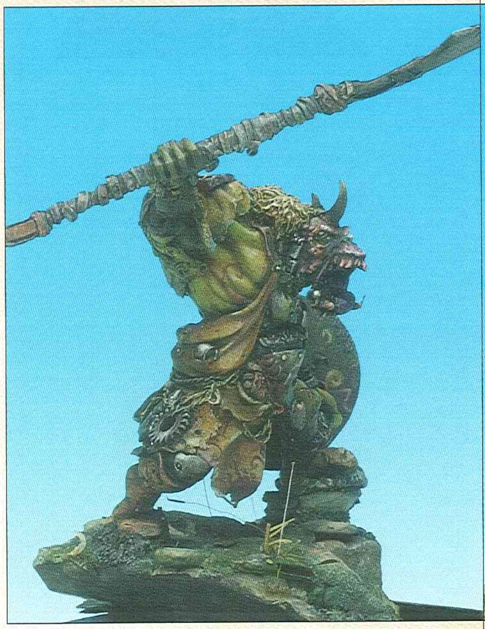


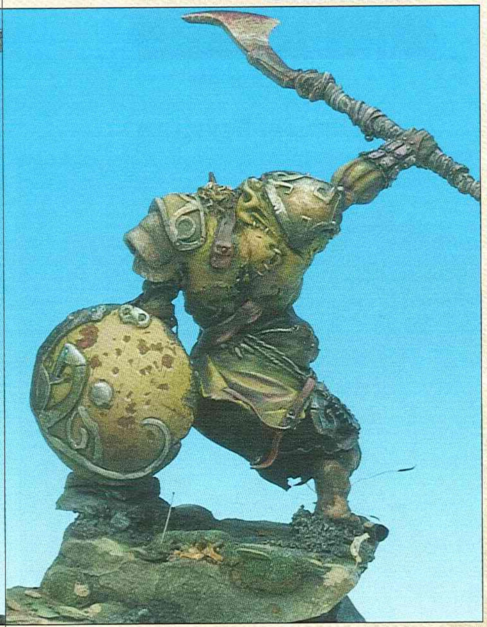


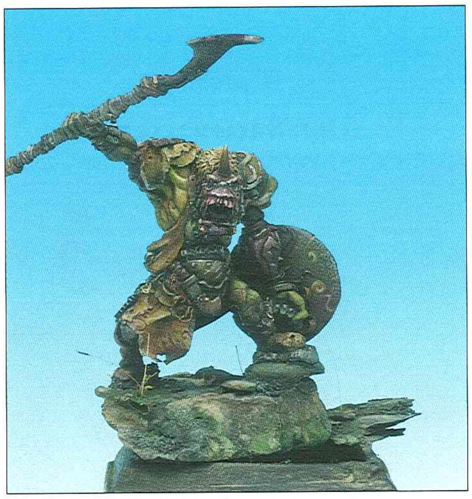


1st prize

Bruno **Béchu**

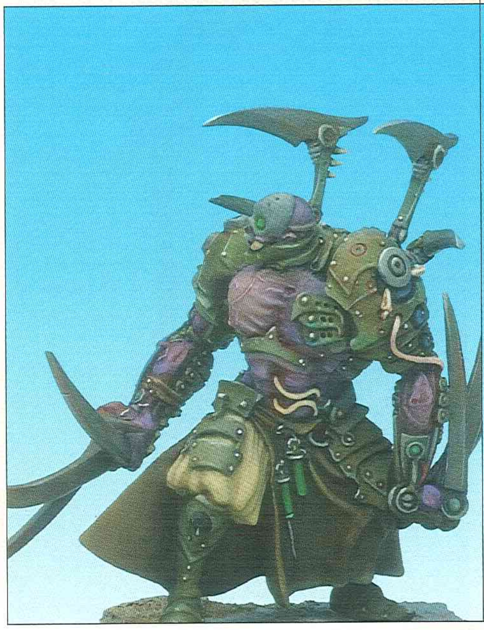


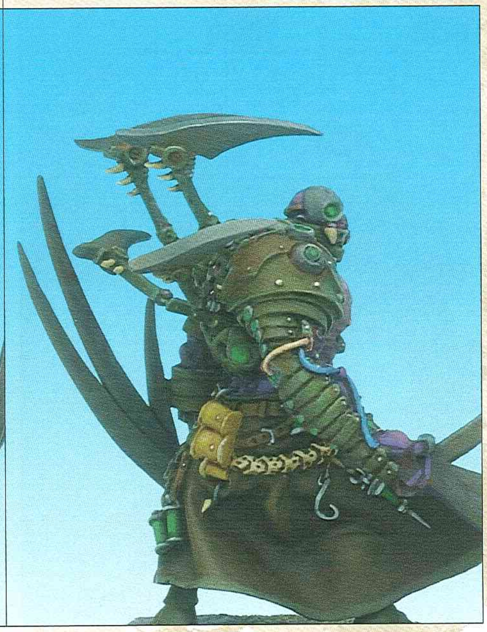


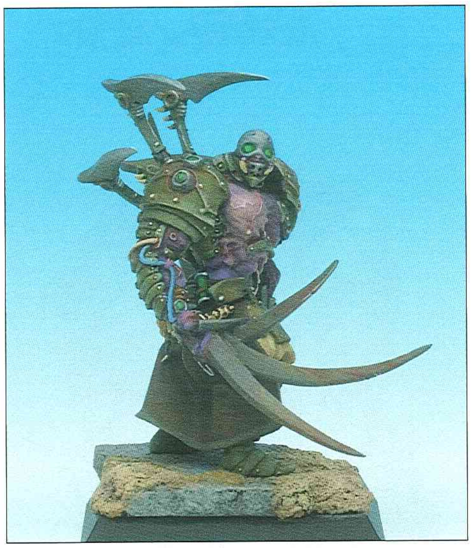


2nd prize

Boris **Robin**, Julien **Casses** and Pierre **Vauvillier**





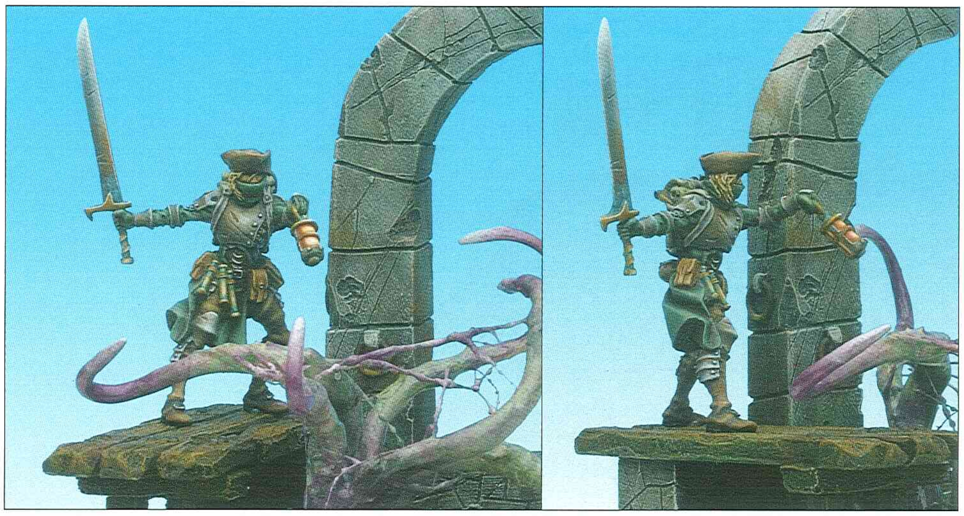


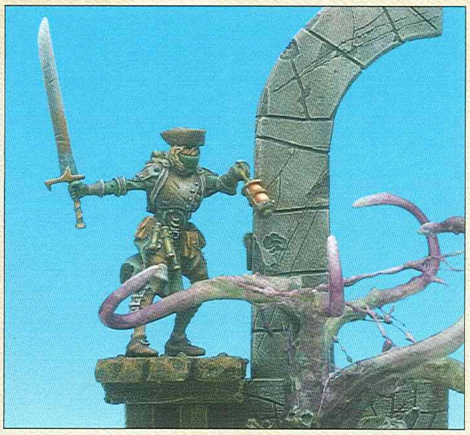
3rd prize

Huat **Hay**

CATEGORY D

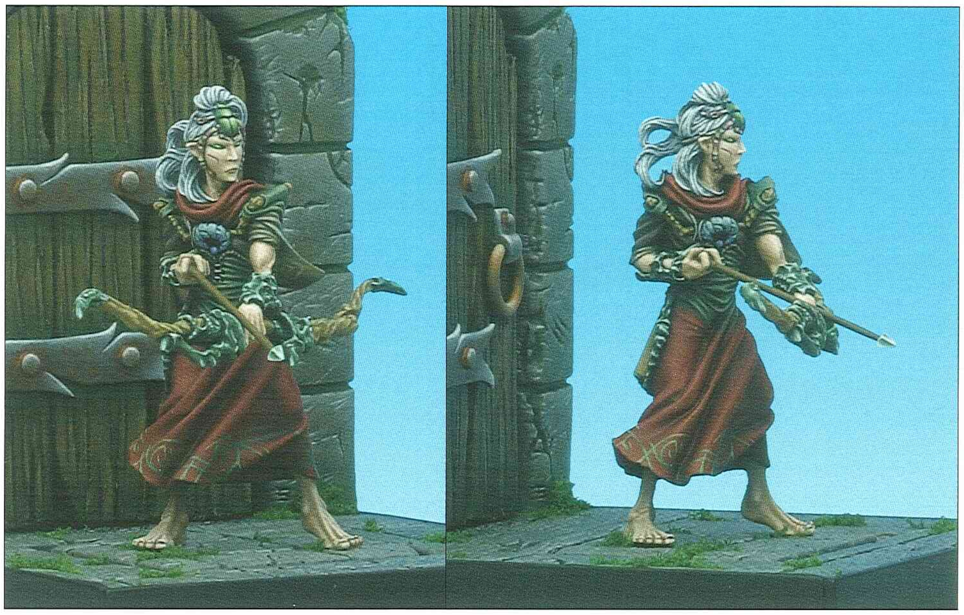
CADWALLON

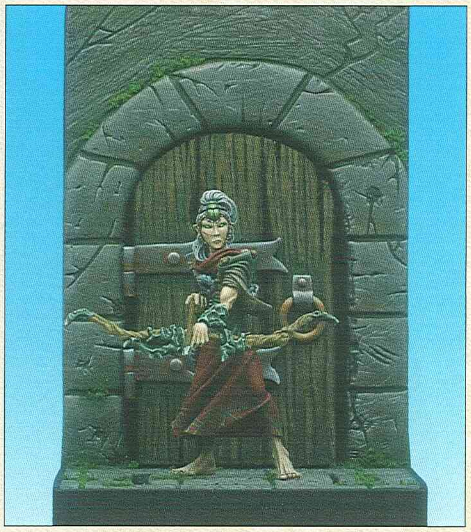




1st prize

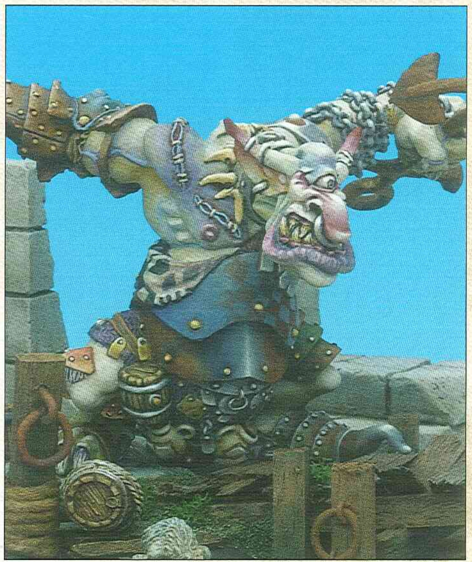
David **Ayral**





2nd prize

Tom **Breitwieser**

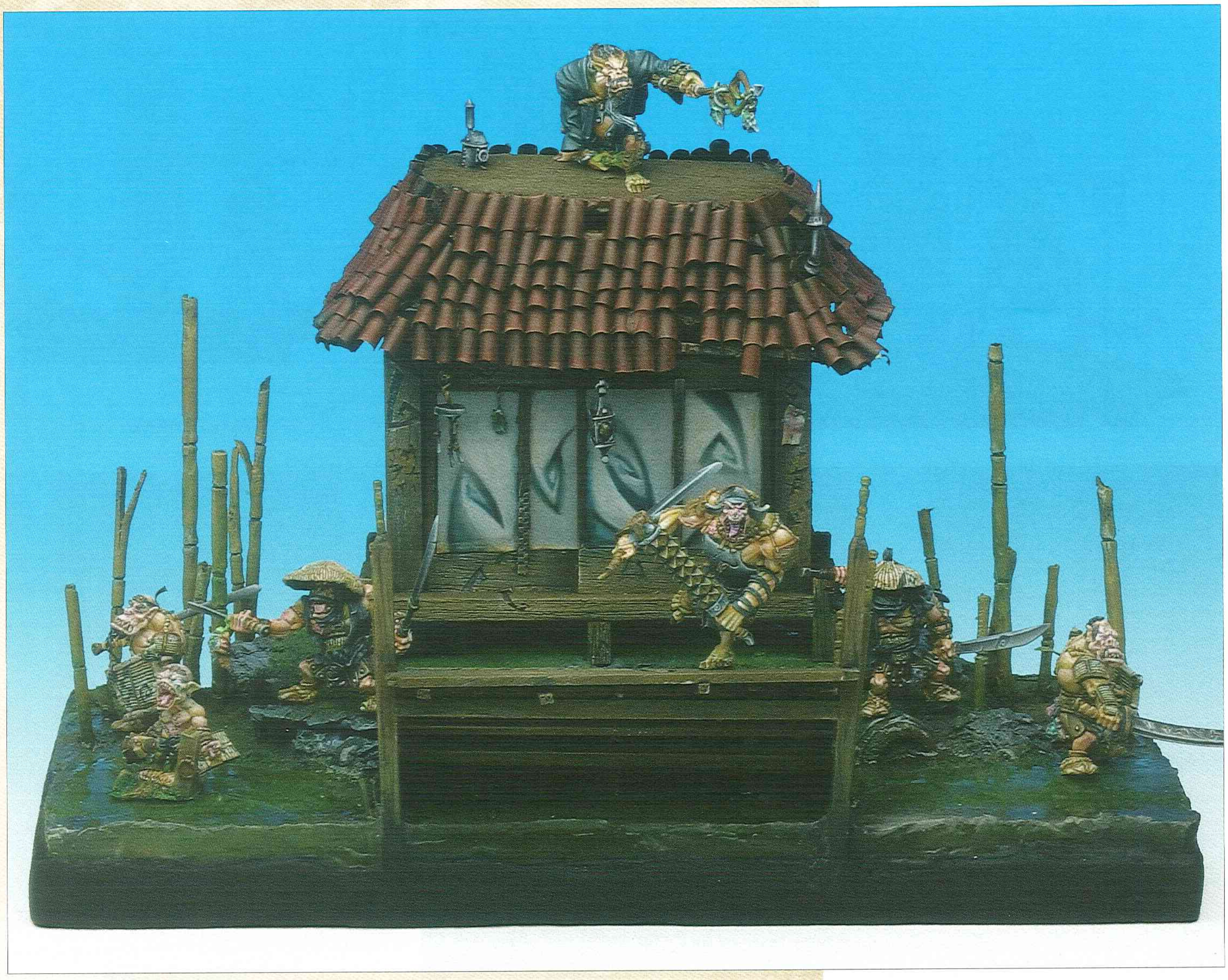


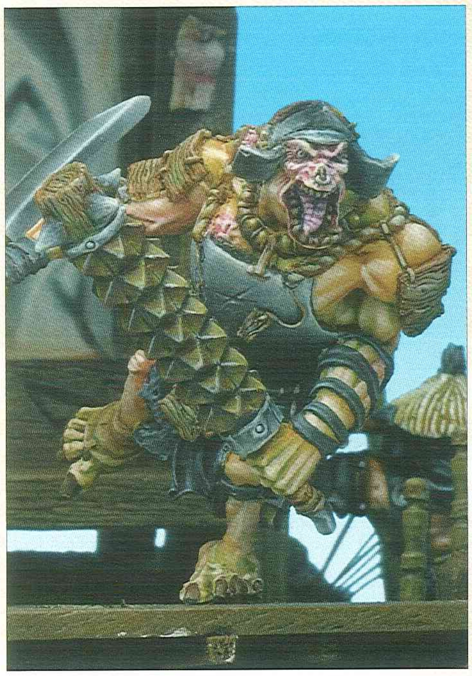
3rd prize

Jean-François **Cwiakala**

CATEGORY E

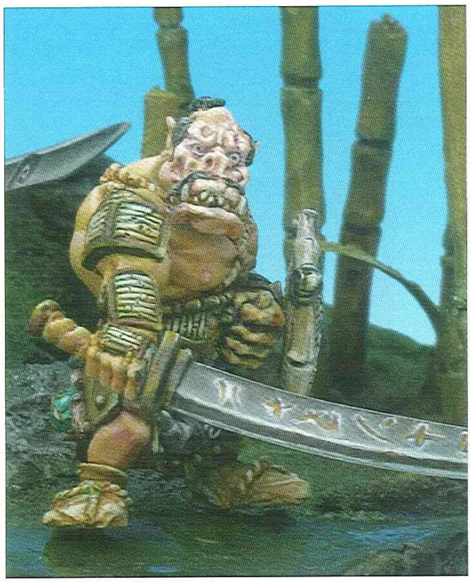
GROUPS OF FIGHTERS





1st prize

Mohamed Aït-Mehdi

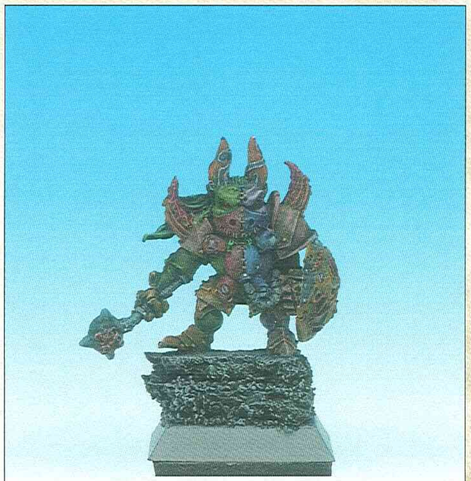


2nd prize

Franck **Genet**

3rd prize

Gauthier **Renard**



THE LIMBO OF ACHERON

The army of Acheron is a nightmare army, a horde of undead and demons emerging from a spectral fog. The opponents who do not flee in terror end up submerged by a flood of putrefying flesh and rusted metal. Readers of Cry Havoc know the dangers of Acheron: cheap warriors coming back endlessly on the battlefield, frightful creatures sowing panic and death in the most organized ranks, infernal powers in the hands of the lords of the dead… and above all, fear.

TROOP REVIEW

The warriors of Acheron are for the most part Living-dead. To reflect their relative awkwardness and their total lack of preservation instinct, they have very low MOV, INI and DEF values. Their DIS is nonexistent, which is an important handicap during Tactical rolls. On the other hand, they have STR and RES values above average. Their repulsive appearance grants them a high FEAR, which is strengthened by the effects of the "Living-dead" skill. Damned be the general who faces an Acheron army without a leader or a war staff!

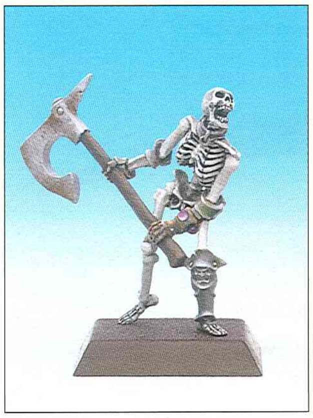
The putrid hordes also have fearsome Elite and Special troops, as well as powerful Creatures, but all with high Strategic value. The same goes for Acheron Characters, who are among some of the most efficient of the *Confrontation®* game range.

The strength of Acheron therefore relies on the balance of power and numbers, the influence of fear and a good management of the abilities of the Characters.

Note : *Some cards (artifacts, spells and miracles) are followed by a "*". An index, at the end of this article, will indicate in which book or card deck these reference cards are described.*

THE TROOPS

The **morbid puppets** have a very low Strategic value and mediocre characteristics. They are sent to the front lines to block the lines of sight and swarm enemy troops. With them, some questions needn't be asked – combat dice should always be placed in attack. Their large number compensates their frailty and many players consider them the cornerstone of their army. Each of the three available references is presented with a specific profile and a necromancy spell.



The **morbid angels** (12 A.P.) are winged morbid puppets. They bring a good mobility to the hordes of Acheron (Flight, MOV 7.5/17.5) for a modest Strategic value. Just like morbid puppets, their importance comes into play when they are deployed in large numbers. The player then controls a skeletal cloud which rushes upon the enemy mystics and shooters, then incapable of containing the slow progression of other Living-dead, in the blink of an eye.

The morbid angels can take over control zones and battle objectives quickly. A word of warning though: their combat stats are as low as those of the morbid puppets. Unless numerous, they cannot hold out on their own for very long. The question here is to once again gain some time.

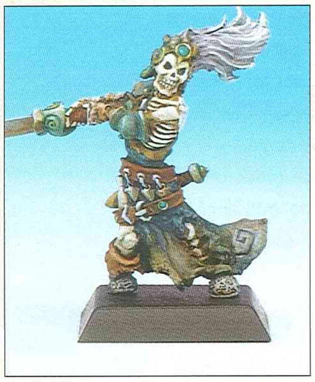
Cach reference comes with a necromancy spell.

INCARNATE CHARACTERS

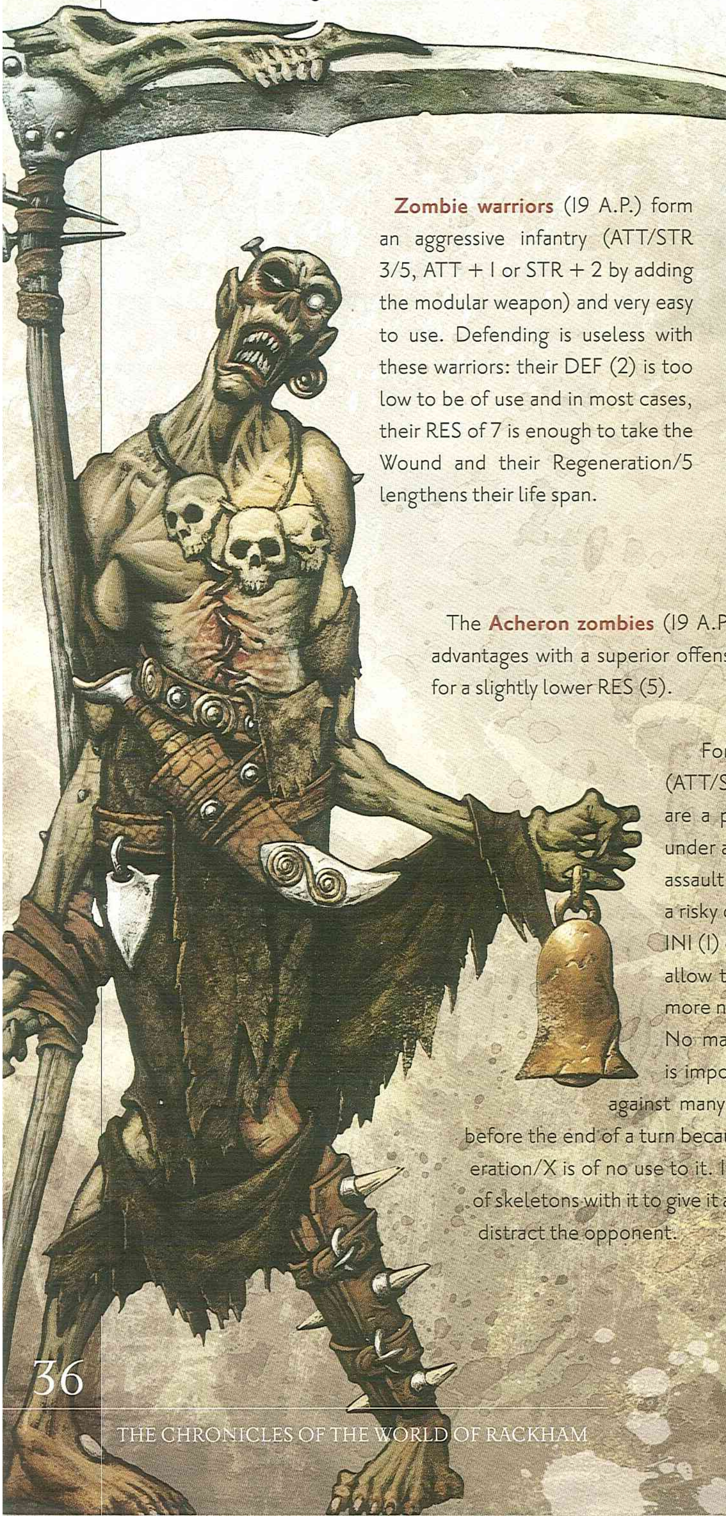
Alderan, Crâne warrior (89 A.P.) is an all-round champion. With ATT/STR 7/9, he has a fearsome offensive potential. An INI of 4 and a DEF of 5 are, however, mediocre values for a warrior of his cost. But his RES of 10, Hard boiled and Regeneration/5 skills allow him to laugh again and again in the face of death. He also has Leadership/10 and a FEAR of 7, which are good advantages against armies with weak courage.

The artifact "Bitterness" allows Alderan to increase the seriousness of the Wounds he inflicts and gives him Warrior-monk abilities (Aspects 1/1/0).

Chagall, Dog of Darkness (76 A.P.), ghoul champion of Acheron isn't a Living-dead, yet he does not have a great DIS (DIS 2). The cause of this is simple – no need for elaborate strategies with him, all that exists is a hunter and his preys. His stats (INI 4, ATT/STR 6/8, DEF/RES 5/7) and his skills (Ambidextrous, Hard boiled, Implacable/2) justify his reputation as a bloodthirsty and vicious wild beast.



Skeleton spearmen (9 A.P.), **Skeleton warriors** (11 A.P.) and **Skeletons in armor** (12 A.P.) are the true infantry of the cursed barony. They represent the archetype of the Living-dead: lack of reaction (MOV 7.5, INI 0, DEF 0, nonexistent DIS) compensated by a definite robustness for a reasonable Strategic value (STR 4 to 6, RES 5 to 7) and the benefits of the "Living-dead" ability. These troops are stronger, more resilient and more reliable than morbid puppets. Their use must be favored on battlefields where there is a lot of cover or when the passages are to small to allow many warriors to face opponents. The skeletons also work wonders against armies where STR is not a dominant stat.



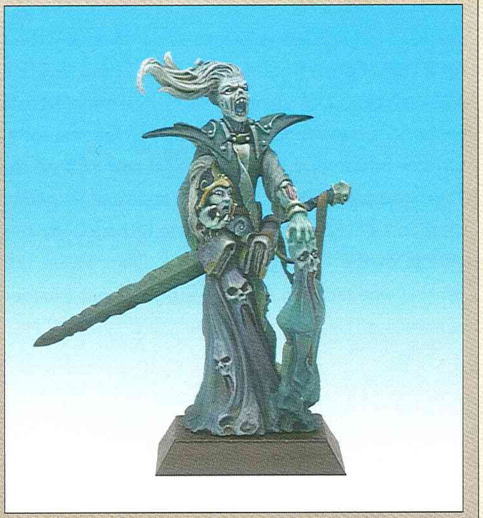
Zombie warriors (19 A.P.) form an aggressive infantry (ATT/STR 3/5, ATT + 1 or STR + 2 by adding the modular weapon) and very easy to use. Defending is useless with these warriors: their DEF (2) is too low to be of use and in most cases, their RES of 7 is enough to take the Wound and their Regeneration/5 lengthens their life span.

The **Acheron zombies** (19 A.P.), for their part, offer similar advantages with a superior offensive potential (ATT/STR 4/7) for a slightly lower RES (5).

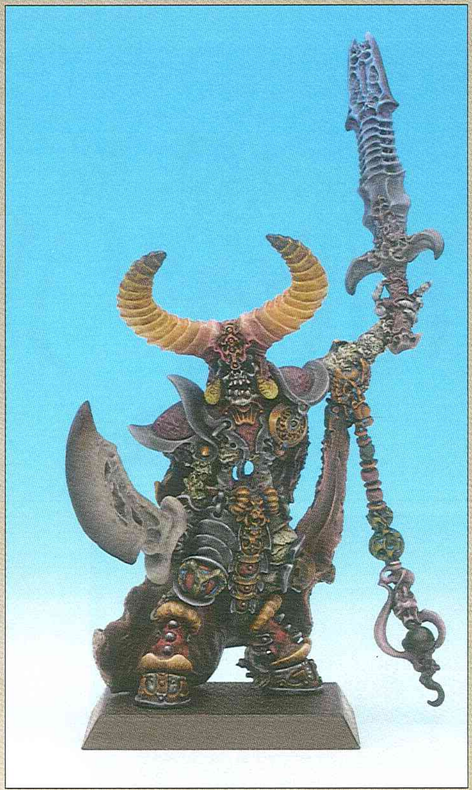
For 25 A.P., the **Cerberian zombies** (ATT/STR 4/7, DEF/RES 3/8 and Fierce) are a powerful and reliable infantry troop under any condition. Replacing the skeletal assault waves by a small group of cerberian is a risky choice, however: the MOV (7.5) and INI (1) of these zombies isn't high enough to allow them to face cheaper, and therefore more numerous, opponents.

No matter what their profile might be, it is important to never leave a zombie alone against many opponents. If he is Killed outright before the end of a turn because of too many Wound rolls, Regeneration/X is of no use to it. It is better in that case to leave a pair of skeletons with it to give it a useful bonus to its Initiative test and distract the opponent.

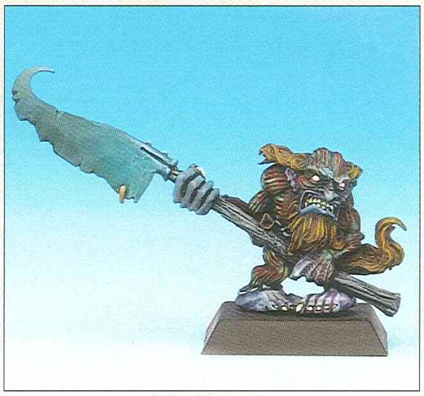
INCARNATED CHARACTERS (PART 2)



The **Coryphaeus** (108 A.P.) is a champion quaestor of Acheron. Warrior-mage (POW 5, Cabala, Circæus, Necromancy), he has access to the whim of Air and the curses of Darkness. The artifacts and spells with which he comes are aimed at combat and will allow him to face a wide variety of enemies, as long as his mana recuperation rolls are in his favor. Adding to all that the Leadership/15 skill and a FEAR of 8, he is the most versatile Character of Acheron.



Standing tall with his 362 A.P., the **Almighty Crâne** is Death incarnate. His power and Strategic cost keep him away from the skirmishes of *Confrontation®* and bring him to the battlefields of *Rag'Narok®*.



The **Dwarf zombies** (18 A.P.) are less gifted assault-wise (INI 0, ATT/STR 2/5) than the zombie warriors. But they are formidable guardians for the mystics and the battle objectives which need to be protected: DEF/RES 3/6, Regeneration/5 and Fierce. The enemy will have trouble getting rid of these stubborn zombies.

Be mindful of the danger of their Small Size, however – it allows Acheronians as well as their opponents to see over them to shoot, cast spells and call miracles.

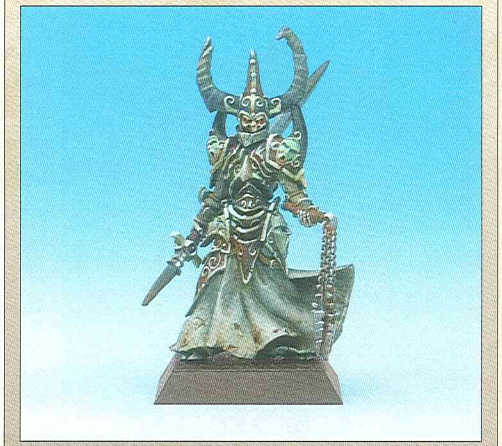
BLACK METAL

A large number of Acheron warriors are equipped with "black" equipment (weapons, armors and shields) made of an alloy of steel and spectral essence. These items can be targeted by magical or divine powers which increase the potential of their bearers. Thus, the "Dead forge" (which comes with the Coryphaeus) allows to increase STR or RES of owners of black equipment.

For 17 A.P., the **ghouls of Acheron** have a surprisingly balanced profile (INI 3, ATT/STR 3/6, DEF/RES 3/6). They also have the Ambidextrous ability, which allows them to easily face elite warriors from other armies. The ghouls work wonders when they are mixed with a swarm of skeletons and zombies – they bring a nice INI bonus in melee and their MOV of 10 can reserve surprises to the opponent. The player must be careful, however to not waste their blocking and riposte abilities on targets of a lower Strategic value than theirs.

The **Banshees of Acheron** (28 A.P.) are among the most specialized troops of the army. Their hand-to-hand capabilities being rather mediocre (ATT/STR 2/3, DEF/RES 3/4), they absolutely need to be escorted by Regular troops, who will then benefit from the banshees' support (INI 3, DEF 3, FEAR 7 and Abominable). The role of the banshees is to frighten the opponent and give a better INI to the surrounding troops. The "Immunity/Head" skill allows them to avoid being eliminated too quickly.

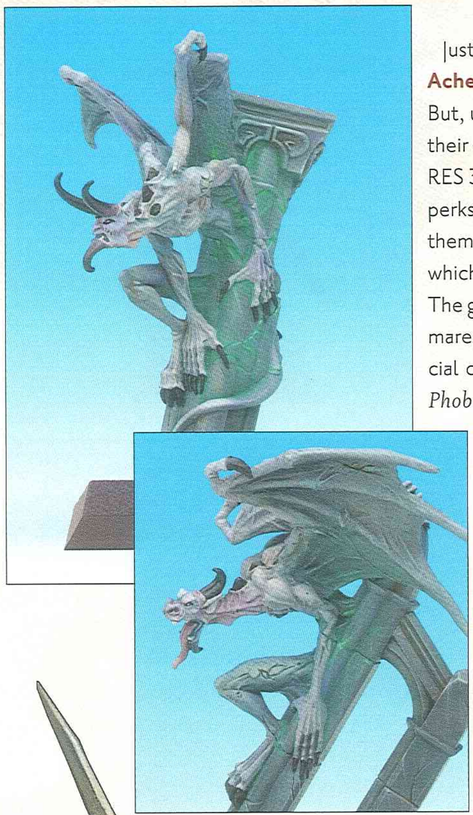
The "Fiancée of the tomb*" capacity gives, for 3 A.P., Leadership/10 to any banshee of Acheron who gets the ability. This bonus is useful on battlefields with large surfaces, as the Acheron army has no war staff.



The Strategic value of **Kaïn the Scourge** (147 A.P.) is too high in regard to the official Confrontation® tournament rules to allow the player to equip him with all the artifacts and miracles that come with him. He is still a champion Warrior-monk of great power (INI 5, ATT/STR 7/10, DEF/RES 6/9, ignores charge penalties, ATT + 1 and STR + 2 when charging) who can easily leave the battles of the Rag'narok to entertain himself in a skirmish or two.

Melmoth, Crâne warrior has good combat stats (INI 4, ATT/STR 6/9), as well as the Leadership/10 skill for "only" 75 A.P. However, his DEF of 4 does not always allow him to defend himself in the best of conditions and even less so when it comes to making counter-attacks. Better rely on his Sequence/2, Regeneration/5 skills and his RES of 9 to survive the wounds. Melmoth also has the "Calvary" artifact, which allows him to read Wounds one line lower and deprive the opponent from Regeneration/X, which increases his already impressive destructive potential even further.

Melmoth's Second Incarnation corrects his weak points (DEF 6) as well as increasing his offensive (ATT/STR 7/9) and tactical (Authority, Leadership/10, FEAR 8) potentials. However, his Stategic value is raised to 106 A.P. No matter which incarnation used, Melmoth has the Blood brother/Azael ability, which allows the player to benefit from an important reduction in cost of the Strategic value of both these warriors by using them both in his army.



Just like the morbid angels, the **gargoyles of Acheron** (39 A.P.) are flying warriors (MOV 10/20). But, unlike morbid angels, the gargoyles can stand on their own in hand-to-hand (INI 2, ATT/STR 4/6, DEF/RES 3/6, Hard boiled). They also have some peculiar perks: FEAR 7, Creature-sized base which allows them to fight many enemies at once and a Large Size which gives them an advantage on lines of sight.

The gargoyles of Acheron truly become winged nightmares when their player gives them one of the special capacities with which they come. The *Swarm of Phobos* (+5 A.P.) of the House of Sarlath grants them Reinforcement (very useful when only one type of warrior in an army has it); the *Corrosive stain* (+8 A.P.) of the House of Vanth turns them into hunter-bombers by giving them a ranged weapon (STR 6, range 15-25-35), AIM 4 and Harassment.

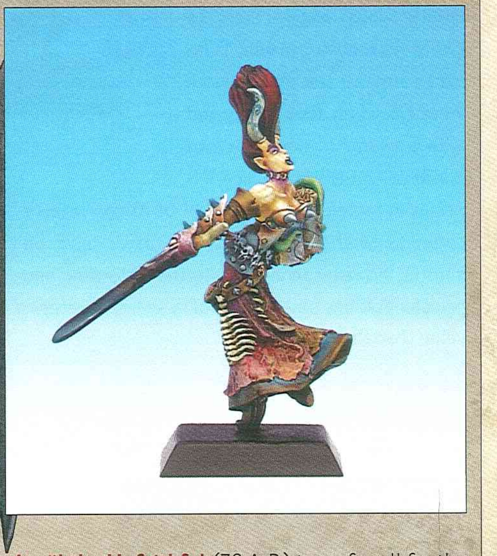
The gargoyles come with the Nightmare idol, a Nexus card allowing them to be played as elements of scenery.

The **black paladins** (41 A.P.) offer a true challenge to whoever would dare stand against the might of the Dark ones. INI 3, ATT/STR 5/8, DEF/RES 5/9, Counter-attack, Sequence/X and Righteous make them extremely dangerous in any situation. Moreover, they always ignore charge penalities against them. These troops are a must have when trying to find shock troops whose role will be to humiliate the opponent's more prestigious pieces.

The black paladins can, during army creation, swear an oath on the Codex of the Scourge, the reference work of their warrior order, to gain a special ability. The "Scourge of battles" capacity (+6 A.P.) lengthens their already exceptional life by giving them Hard boiled. "Scourge of souls" (+5 A.P.) gives them Loyal/1 and allows them to be counted in the faith aura of the Iconoclast faithfuls of Acheron. They then make the perfect guards for the worshippers of Salaüel.

INCARNATED CHARACTER (PART 3)

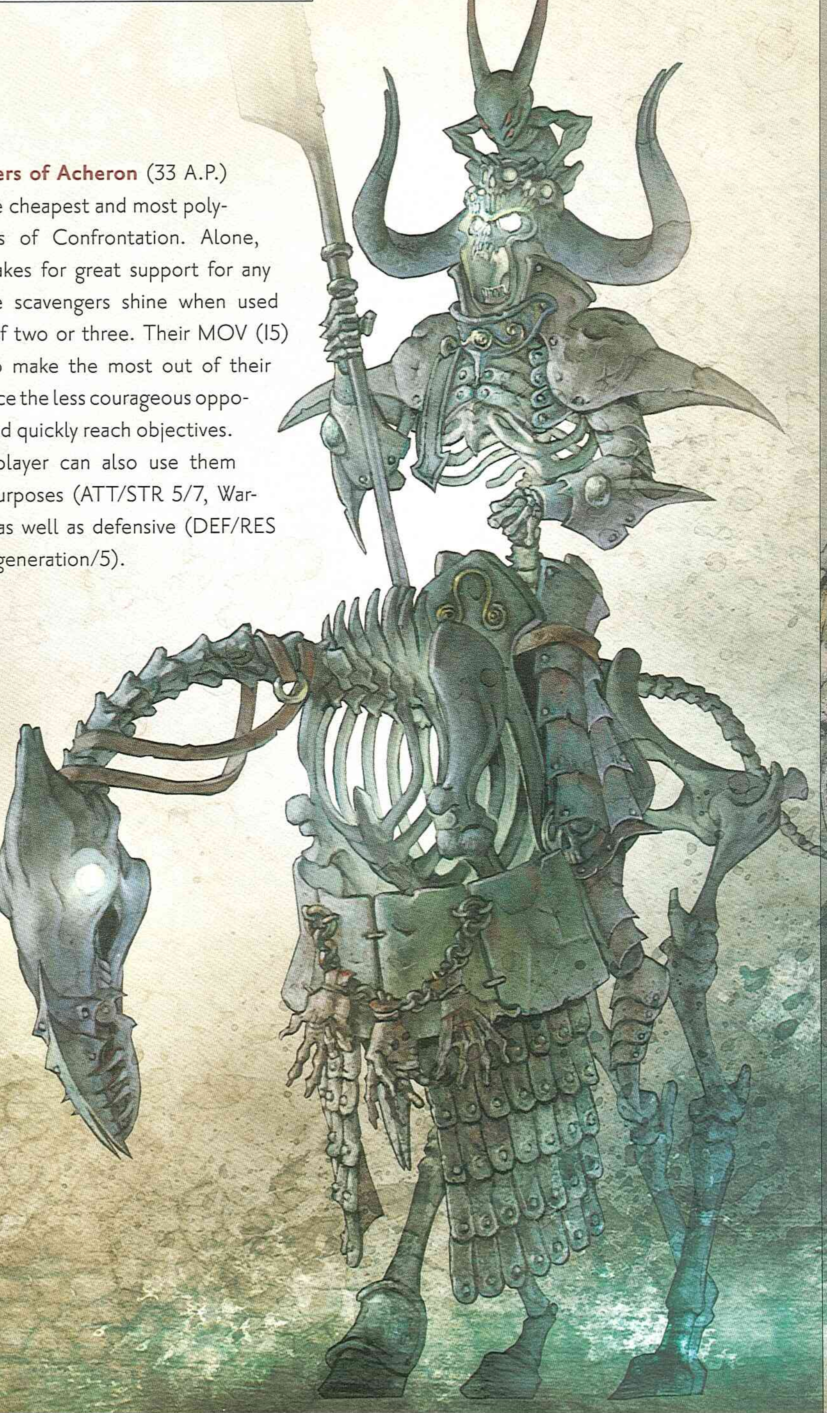
The **Master Asura of Sarlath** (173 A.P. on foot, 200 A.P. mounted) can be deployed in *Confrontation®* with the actual competition rules. Unfortunately, the amount of points left to equip him is so low that it becomes extremely difficult to use him to his full potential. It is better to put him at the head of a *Rag'Narok®* army and use characters that are more accessible instead.



Azaël the Unfaithful (38 A.P.) is a safe call for the Acheron army in *Confrontation®*. Her most evident advantage is her DIS of 4, for an army which desperately needs it. This is not her only advantage: an Initiate of Darkness (POW 4, necromancy, Typhonism), Azael comes with the "Sepulcher companion" artifact, which allows her to master an extra Element from those available to the Dark ones. Her quality/cost ratio becomes even better when she is deployed in the same army as Melmoth because of the "Blood brother/X" skill she shares with the Crâne warrior.

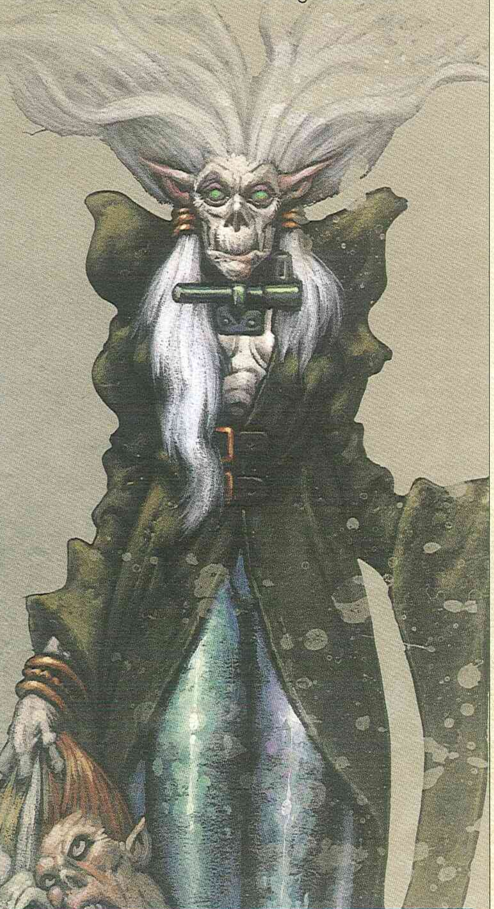
The **specter of Acheron** (59 A.P.) is a warrior of a different sort – thoroughly aggressive (INI 3, ATT/STR 6/9, DEF/RES 1/6). If he is surprising at first glance, the opponents of the Dark ones have learned to fear his numerous, and terrifying, special abilities. Above all, he is ethereal – he therefore ignores terrain and troops in his way. He subjects opponents he moves through to a FEAR 8 test and can intercept at leasure any victim within assault range. Even more terrible, the heartrender he wields Kills outright any opponent hit in the Chest and allows the specter to regain one Wound level. Taking this macabre regeneration and the automatic reduction of Wounds given by Ethereal into account, its RES of 6 takes on a whole new meaning.

The **scavengers of Acheron** (33 A.P.) form one of the cheapest and most polyvalent cavalries of Confrontation. Alone, a scavenger makes for great support for any squad. But the scavengers shine when used in formations of two or three. Their MOV (15) allows them to make the most out of their FEAR (7) to force the less courageous opponents to flee and quickly reach objectives. The Acheron player can also use them for offensive purposes (ATT/STR 5/7, War-horse, Fierce) as well as defensive (DEF/RES 3/7, Fierce, Regeneration/5).



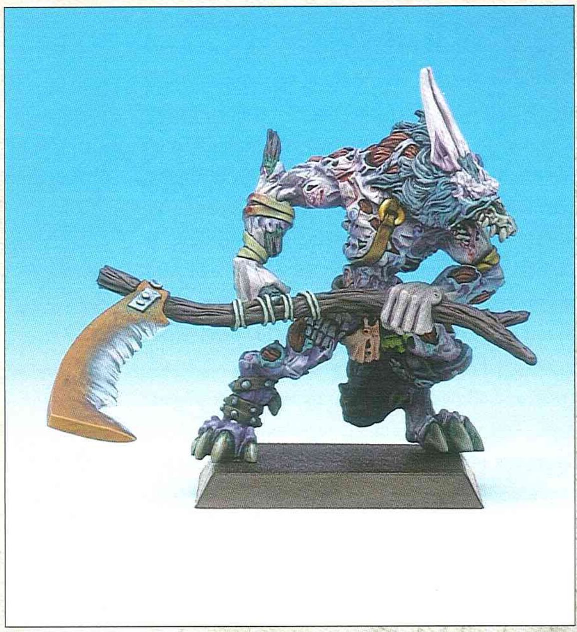
The Gorgon (97 A.P.) is a natural choice for players who wish to rely on efficient magic and reliable leadership. This fearsome necromancer (POW 6, Circaeus, Necromancy, Typhonism) is able, thanks to her Spirit of Darkness skill, to cast the simpler Darkness and primagy spells without needing to roll. She can therefore learn the spells of the quaestors of Acheron (path of Circaeus) and the more commonly used spells of the army (Morbid puppet invocation, Curse, Necromancy spells described on p.83 of the *Confrontation® 3* rulebook, etc.)

The Gorgon is also a remarkable leader thanks to her Leadership/10 ability. Her FEAR of 9 is so high that it can increase that of banshees, specters and other Wolfen zombies! Moreover, as a banshee Character, she has the Abominable and Living-dead skills.

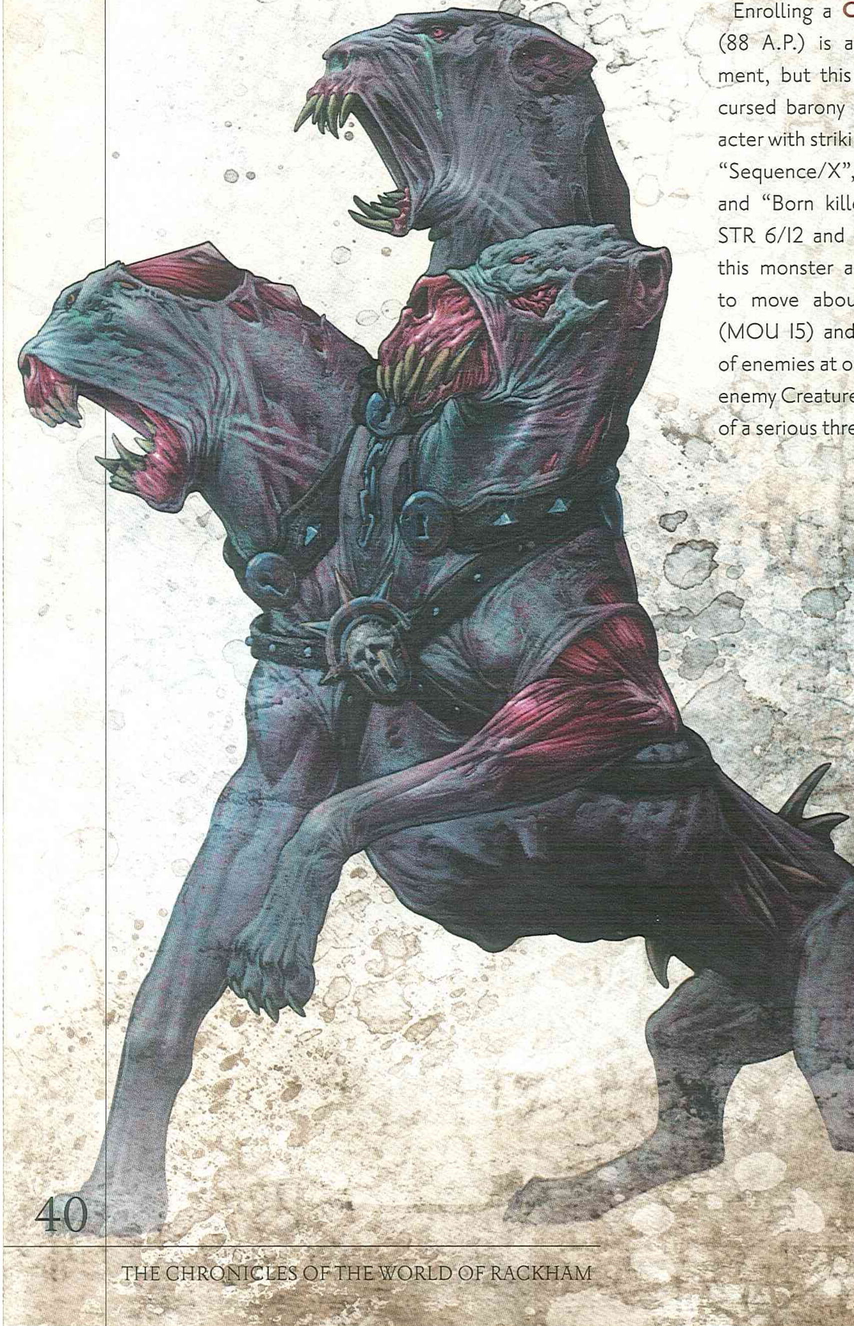


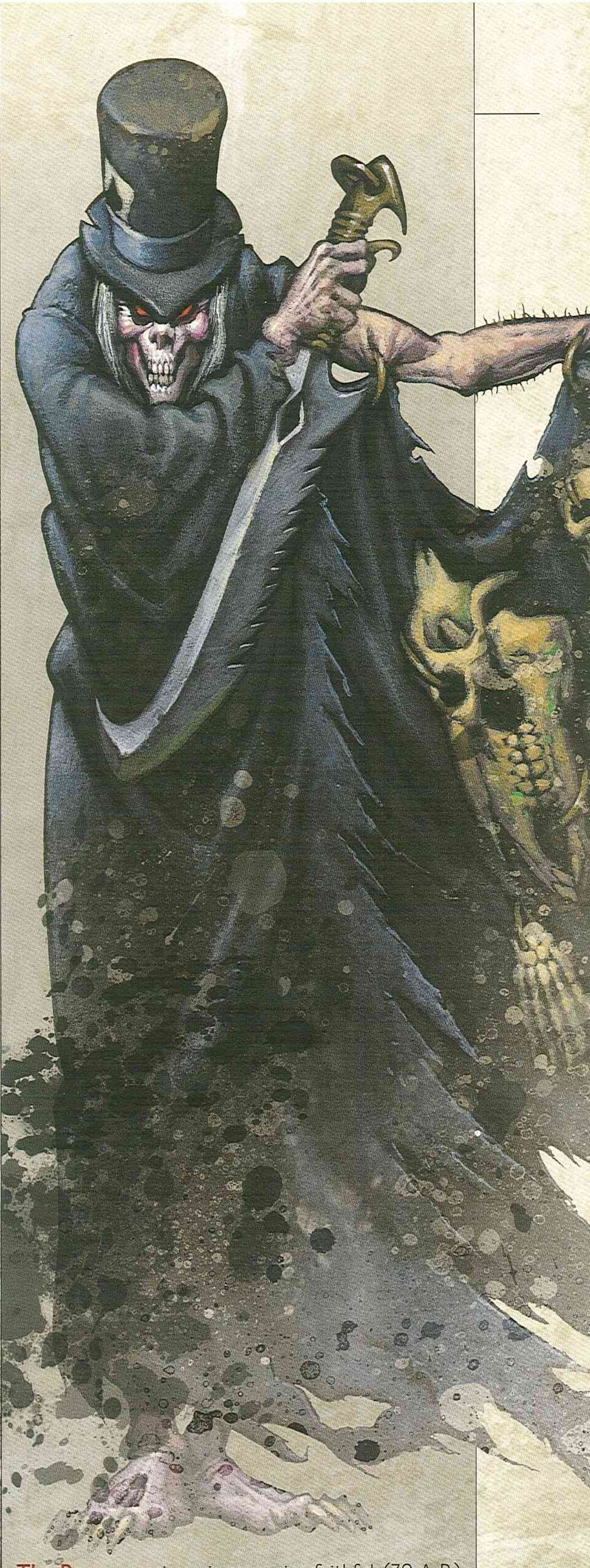
The **Wolfen zombies** are the main support force by excellence for any Acheron army. They have exceptional ATT and STR stats in regard to their Strategic values and have, like every other zombies, Regeneration/X. They also have an above average INI (3) compared to the rest of the army. Their FEAR (8) protects them for enemy assaults while also allowing them to quickly reach the battle objectives. They move along the ranks to mow down victims kept prisoner by the skeletal hordes. The Acheron player must take care of these warriors, who are powerful yet vulnerable to ranged attacks (Large Size), as well as group assaults which could bring them down in a single combat phase.

The Wolfen zombies are available in three profiles which in turn favor either hitting strength or movement.



Enrolling a **Cerberus of Acheron** (88 A.P.) is a considerable investment, but this Creature is the best cursed barony offers as a non-Character with striking power. It's abilities, "Sequence/X", "Regeneration/X" and "Born killer", along with ATT/STR 6/12 and DEF/RES 4/10, make this monster a killing machine able to move about without an escort (MOU 15) and face a large number of enemies at once. Only artillery and enemy Creatures represent somewhat of a serious threat to the cerberus.

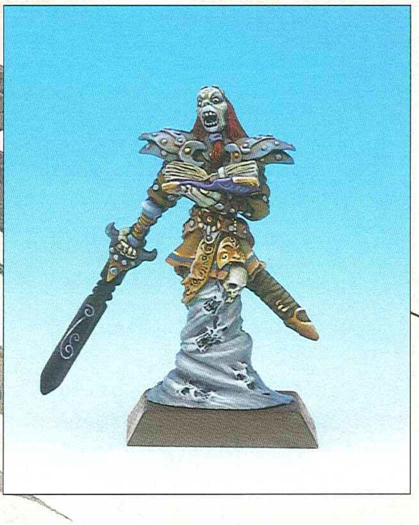




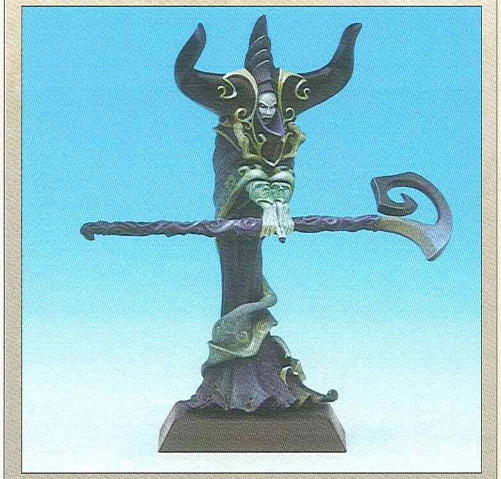
The Bogeyman is an inexpensive faithful (39 A.P.) who easily finds a place in smaller armies. With his FEAR 7, DEF 4 and Regeneration/5, he is able to hold out a bit longer in combat than most faithful of equal rank. His place isn't at the heart of the melee, however, but on the battle lines (routing enemies count as double in his faith aura when he is equipped with the "Gravedigger's Ossuary" artifact). In his Second Incarnation, the Bogeyman (52 A.P.) has Leadership/10. The increased FEAR of skeletons and zombies increase the power of the Gravedigger's ossuary even more. The profile also has improved stats, notably a faith aura of 17.5 cm and an additional point to the Destruction Aspect.

MYSTIC WARRIORS

The **quaestors of Acheron** (25 A.P.) are warrior-mages with a POW of 3. They compensate for their DEF of 3, insufficient for most counter-attacks, by a vast selection of spells with varied effects. The most famous of them is most probably Distortion, which allows them to automatically disengage and move 10 cm in any direction. Used correctly, this spell can cause unpleasant surprises for the opponent. As Darkness is opposed to all Elements (including itself), the quaestors may simply keep their mana gems for counter-magic. They then create a dark shield which the opponent rarely thinks about and which protects the troops without depriving the other mages of their precious mana.

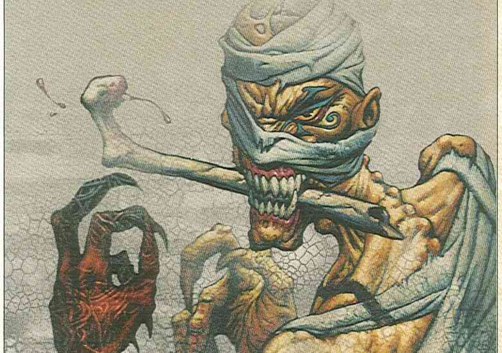


The **gravediggers of Salaüel** (31 P.A.) haven't been nicknamed the masters of zombies on a whim. The special ability of these Iconoclast faithfuls allows them to increase their divination potential (+1 die) at the cost of a nearby zombie (who takes a Wound roll if the call was failed despite that increased potential). They can therefore call weak miracles securely without having to wait for melees to be formed. There are two gravedigger profiles: the first comes with the blister, the second with the Obscure Houses of Acheron card pack.



Superb and worrisome, the **Zealot Ejhin of Vanth** (75 A.P.) has two sizeable advantages in the Acheron army. First, she has access to the Divine eye* miracle which grants her the ability "Consciousness" and thus allows her to use her miracles on targets outside her field of vision. She also has DIS 5, which is a major advantage in the Acheron army and can call the Religious authority* miracle which gives her Leadership/10.

The Seal of the corrupt artifact and the Grasp of the Demon miracle allows her, when killed, to transfer her soul into a friendly warrior and grant him her divination abilities and her miracles. On the other hand, the receptacle is Killed outright during the maintenance phase. To transfer her from body to body this way may look quite impressive, as long as a mystic from the army keeps summoning new receptacles every turn.



Sophet Drahas (155 A.P.) is undoubtedly the most famous and feared Acheron Character in Confrontation®. Adept of Darkness and Earth (POW 7, Cartomancy, Necromancy, Typhonism), he casts the most powerful spells in Confrontation®, with difficulty rarely over 10, without breaking a sweat. His Large Size allows him to dominate combats and cast spells where he wants. However, his MOV of 5 forces the player to be prudent during deployment. The King of ashes is no weakling in combat either – the following stats speak for themselves when talking about a mage: INI 3, ATT/STR9, DEF/RES 5/7, FEAR 12, Hard boiled, Regeneration/5 and... Born killer!

ARMY EXAMPLES AND TACTICS

This Game tip section shows a few army composition of Acheron at 400 A.P., tips on how to play them efficiently, as well as tips on how to stop them.

THE BROTHERHOOD OF VICE
(8 CARDS, 398 A.P.)

Melmoth, Crâne warrior (Second Incarnation) – 106 A.P.
(96 A.P. because of Blood brother/Azael)
Azael the Unfaithful – 38 A.P.
(35 A.P. because of Blood brother/Melmoth)
• Spell "Morbid puppet invocation" – 7 A.P.
Wolfen zombie I – 51 A.P.
2 scavengers of Acheron – 66 A.P.
2 zombie warriors with spears – 38 A.P.
3 ghouls of Acheron – 51 A.P.
3 skeletons in armor – 36 A.P.
3 morbid puppets (with sword and shield) – 18 A.P

The Brotherhood of Vice is a typical army list. It contains a large number of warriors with varied skills and allows a beginner to discover many aspects of the army of Acheron.

The role of the skeletons in armor, morbid puppets and zombies is to overrun the opponent. During their progression, they must be placed in order to block the line of sight of enemy shooters and mystics. The zombies must, as much as possible, be sent to face the enemy's elite troops. Their incredibly tenacity will tie up any warrior long enough for the rest of their allies to be exterminated.

Azael must be nearby, behind them, escorted by Melmoth and ghouls. The necromancer, protected by the ghouls, summons morbid puppets to renew the effectives which have fallen in battle.

Melmoth brings his leadership to the front line and is tasked with killing the enemy leaders. His "Authority" skill, combined with Azael's DIS (4), gives the army an extra strategic advantage.

The scavengers and the Wolfen zombie are powerful warriors of Large Size. They must be shielded from the enemy for as long as possible and expose themselves only to give support in already formed melees, against enemy Creatures or battle objectives.

OFF WITH AZAEL'S HEAD !

Neutralizing Azael is a priority. She grants DIS 4 to the army and remains a fragile troop. Fast warriors have a chance of slipping through the front line to engage her and Large Sized shooters, able to see over the medium-Sized escort; can make quick work of the necromancer. Once Azael is eliminated, the morbid puppets no longer get reinforcements and everyone knows these warriors aren't the best.

Melmoth is a versatile warrior in hand-to-hand, liable to be a danger against any opponent he is sent against. A wise player will find a way to tie him down by sending a low value troop against him each round.

THE CLAWS OF MIDNIGHT
(6 CARDS, 398 A.P.)

Obscure house of Acheron:
Lazarian – 10 miniatures/30 A.P.
Chagall, Dog of Darkness – 76 A.P.
- Solo/Mystic – 4 A.P.

2 black paladins– 82 A.P.
1 Wolfen zombie 3 – 40 A.P.
2 Scavengers of Acheron – 66 A.P.
4 Cerberian zombies – 100 A.P.

The Claws of midnight constitutes a low number horde, all the while being agressive and tenacious. Its members do not have synergy to one another and can be assigned to individual objectives without having to fear for the rest of the army. The chosen list allows to succeed at a large number of scenarios. The army has both fast troops to capture objectives quickly and enough warriors to hold a position.

House Lazarian gives Mutagenic/-1 to its members. It is better to give the Mutagenic/X dice to the black paladins and Chagall, who do not have Regeneration/X to heal their Wounds. The fourth is used to increase pressure at a strategic point on the battlefield by giving it to a warrior who is in the right position.

Chagall has the role of the hunter in this list. The "Consciousness" ability given by the "Mystic" Solo ability allows him to charge enemies without needing a line of sight and he can therefore hide behind obstacles without it limiting his offensive capabilities.

The army has six Fierce warriors: the cerberian zombies and the scavengers. This ability is perfect to tie down the more important troops the opponent has and sneak in an extra attack to weaken, or finish off, the enemy.

KILL THE DOG !

It is useless, when facing the Claws of midnight, to rush in against zombies who have Fierce and Regeneration/X. It is better to concentrate one's efforts on Chagall and the black paladins. Even though they are difficult to eliminate, their loss takes away almost two Mutagenic/X dice (half of the starting amount). The purge is finished with the systematic extermination of the zombies – many warriors overcome them one by one and guarantee their elimination while the rest of the army ties them up in melee.

INDEX

Religious authority : *Confrontation 3* p. 102
Bogeyman (The)
(Second Incarnation) : *Second Incarnations* vol. 2 card pack
Fiancée of the tomb : *The obscure Houses of Acheron* card pack
Melmoth, Crâne warrior (Second Incarnation): *Second Incarnations* vol. 1 card pack
Divine eye : *Confrontation 3* p. 102
Cerberian zombie : *Warriors of Rag'narok* card pack

OUT IN THE OPEN

Here are the rules allowing you to use the RACKHAM Reversible Gaming Tiles when playing Hybrid. Unless mentioned otherwise, the rules are unchanged when using these tiles:

For many years the lodge of Hod and the clones of Dirz have been fighting relentlessly in the Hybrid code laboratories. Until now the purifiers of the temple have been able to hide the truth from the people of Aarklash, but it was never going to last. The alchemical spawn has escaped from the laboratories and the struggle goes on outdoor, in the wide countryside as well as in town.

MATERIAL

The *Reversible Gaming Tiles* were made for Cadwallon but are compatible with other games, they are 12 by 12 squares in size. These tiles are the same scale as those provided with *Hybrid* and represent :

- Outdoor urban landscape, notably a harbor, village streets and city streets;
- Countryside landscape;
- Fortifications;
- Indoors of houses;
- Underground passages.

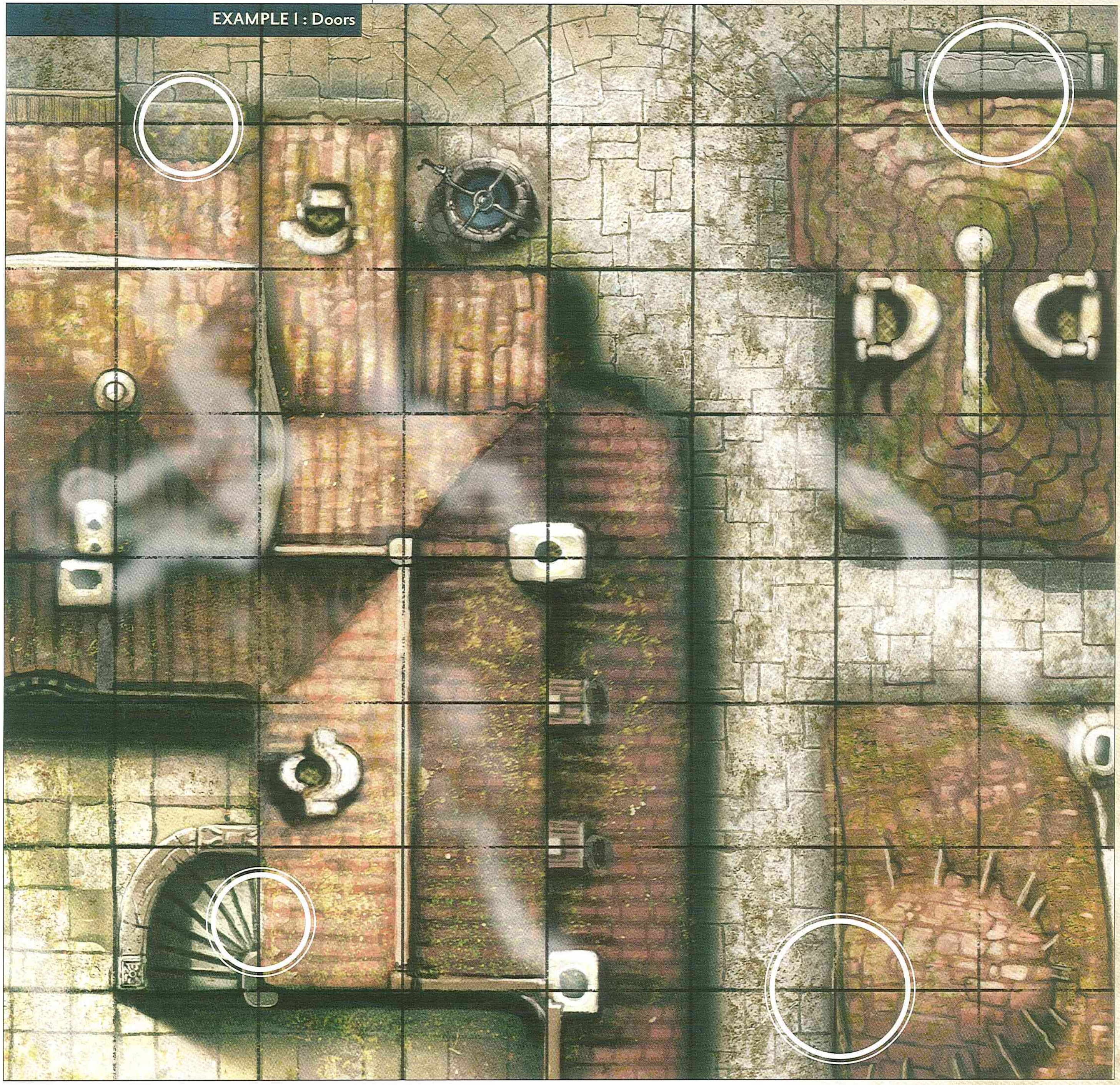
These tiles are geomorphic, which means they can be assembled no matter the side. It is therefore possible to cumulate the different indoor tiles (*Reversible Gaming Tiles and Hybrid*) to represent a great mansion, the house of an Akkylannian notable or a Scorpion alchemist.

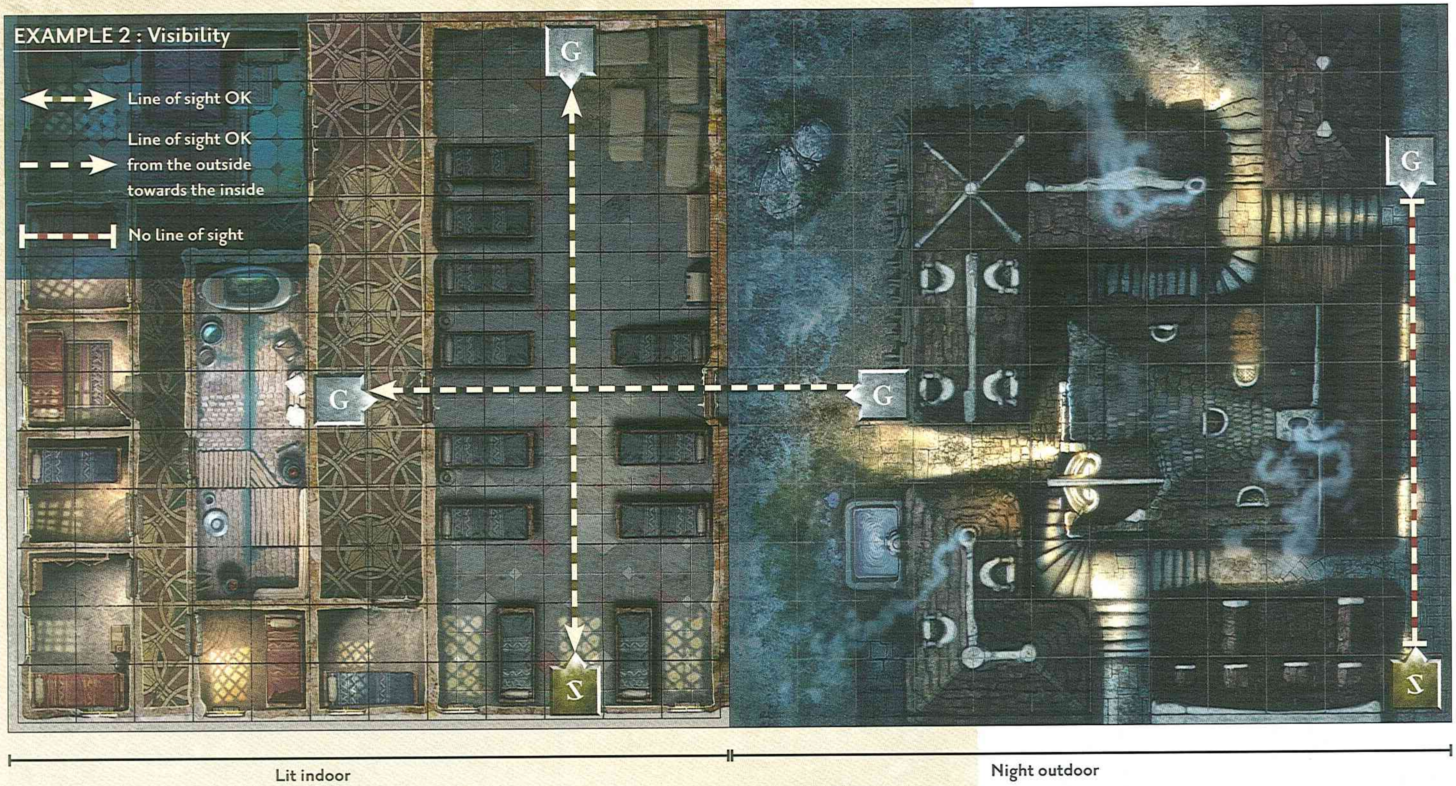
To make things more convenient, and to affect the different type of tiles with various game effects, the rules use the following classification :

- **The underground tiles** represent the underground passages (corridors, rooms and caves). This category includes another : **The laboratory tiles** provided with the boxes from the *Hybrid* range;
- **The outdoor tiles** represent the outdoor landscape (streets, gardens, etc.);
- **The indoor tiles** represent the inside of various buildings (houses, inns, etc.).

On an outdoor tile, fighters can enter buildings using doors. When it is the case, the miniature is placed on the roof of the corresponding building. Consider that there is no wall or separations to hinder the fighter's moves. He can move normally. It is unnecessary to use the doors and passages given with *Hybrid* and *Nemesis*. The new Rackham tiles directly represent the building doors and passages.

EXAMPLE 1 : Doors




EXAMPLE 2 : Visibility
Line of sight OK
Line of sight OK from the outside towards the inside
No line of sight
G
G
G
G
Z
Z
Lit indoor
Night outdoor

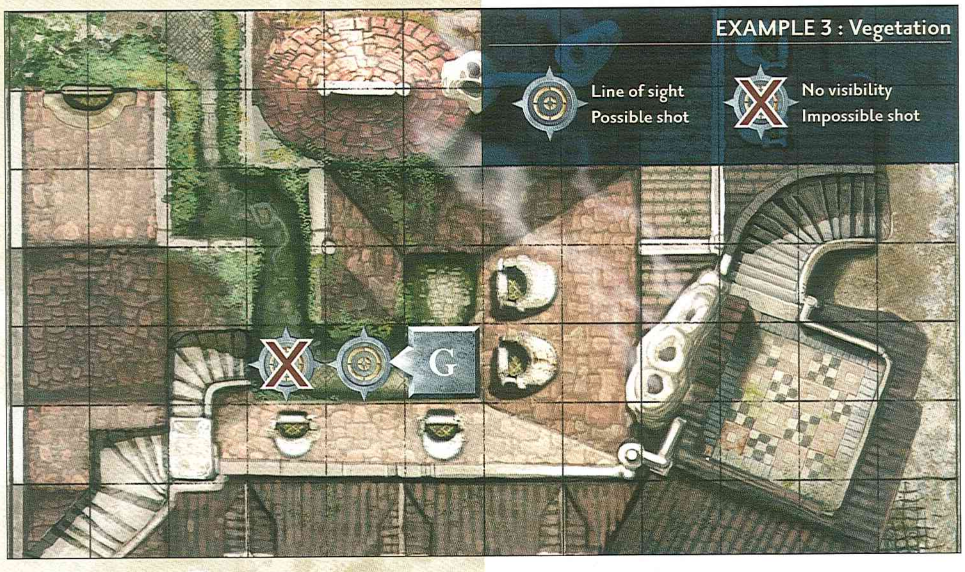
VISIBILITY

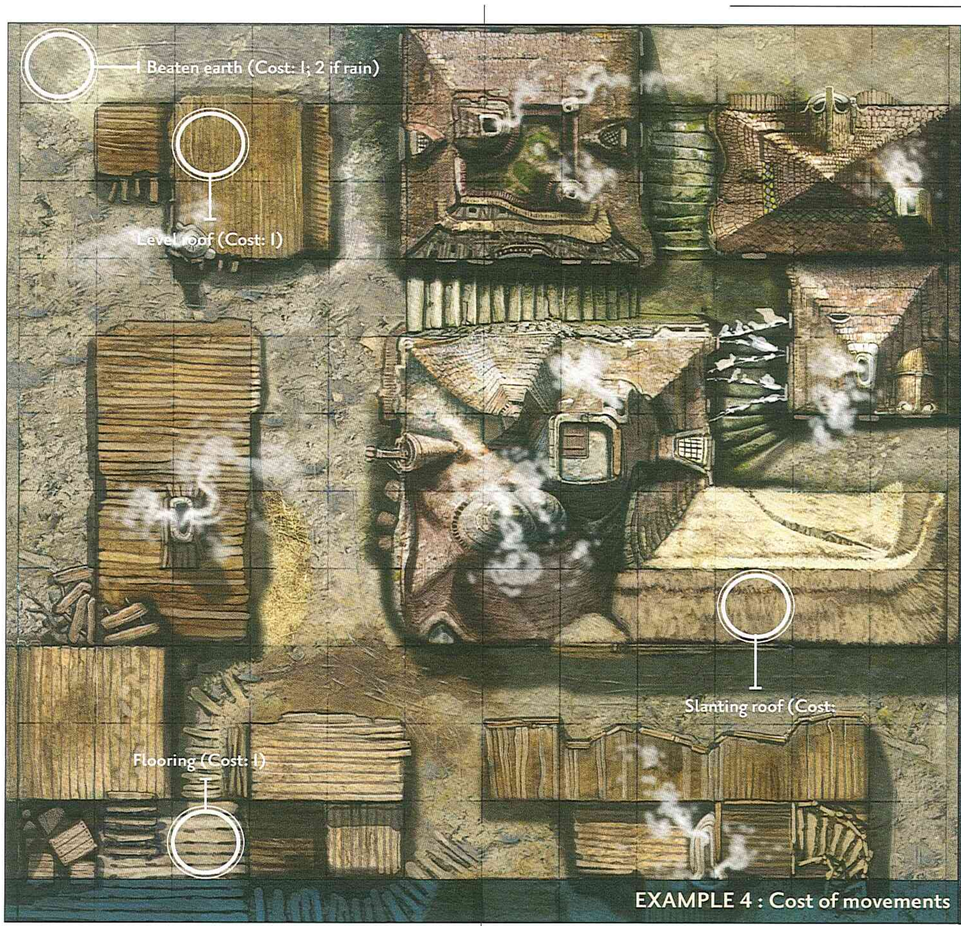
On the underground tiles, angles and lines of sight, as well as shot ranges are managed using *Hybrid* rules. On indoor tiles the same rules are applied when the inside is **dark**. It is the same for outdoor tiles if the mission happens during the **night**.

On **lit indoors** (or outdoor when the mission happens during the **day**), there is no limit to how far a fighter might see or shoot. Although, the angle and the line of sight are determined as usual (see *Cry Havoc 03*). The ability "Cat's eye" is useless in such situations, the same goes for the equipment "lantern" (see Example 2).

Some effect might turn a lit indoor to a dark indoor and cause such darkness that even during the day the usual rules of *Hybrid* might be applied to outdoor sight.

Besides, a fighter cannot see beyond a square representing vegetation, no matter the level of lighting. He can shoot at a target standing on this square but not beyond (see Example 3).

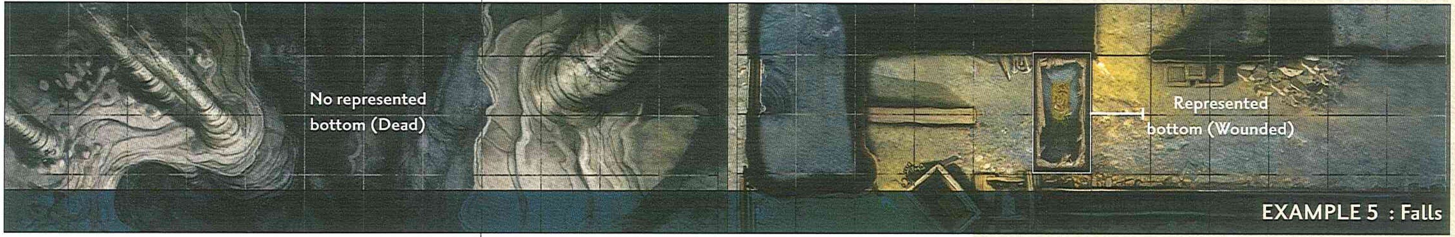

EXAMPLE 3 : Vegetation
Line of sight Possible shot
No visibility Impossible shot
G


Beaten earth (Cost: 1; 2 if rain)
Level roof (Cost: 1)
Slanting roof (Cost:
Flooring (Cost: 1)

EXAMPLE 4 : Cost of movements

COST OF MOVEMENTS

Square	Cost
Muddy water, sewer	2
Clear water	1
Indoor flooring	1
Cobbled street	1
Cave	2
Uneven ground	2
Beaten earth	1
Slanting roof	2
Level roof	1
Vegetation	2


No represented bottom (Dead)
Represented bottom (Wounded)

EXAMPLE 5 : Falls

MOVEMENTS

The fighters' movements are managed following the usual rules of *Hybrid*. Although the cost in Movement points may vary depending on the nature of the square. This cost is indicated in the table besides and adds special moves to the latter (see *Hybrid* p.17).

Movement in water is only possible in squares of water adjacent to a square other than water. Only fighters with the "Titan" ability can move freely in all water squares. The others must rely on the capacity "skilful move". The fighters with the ability "Puny" suffer a Wound for every activation round they begin standing in water. The same goes for fighter who begin their activation phase in a water square he should not be standing in or in which he cannot move (for instance when he is pushed back by a "Titan").

Besides, if a character who falls down a hole, the bottom of which is represented, suffers a Wound. If the bottom is not represented, the fighter is automatically eliminated (see Example 5).

The new tiles represent various landscapes. To better adapt to this variety, the fighters have access to a new movement mode. The following abilities replace those found in *Hybrid*. All the fighters have to use the same group of abilities during a same game, no matter the tiles where they are.

The fighters who use Movement mode can open and close doors for free.

Basic movement : The fighter benefit from + 2 to his Movement.

Novice movement : The fighter may ignore an obstacle, a separation which is not topped with a roof or an opponent (see *Hybrid*, p.22), but cannot stop there.

Skilful movement : The fighter may move freely in water.

Expert movement : the fighter may climb up a tree or on top of a roof (or climb down). He only moves by one square when doing so this round.

Master movement : The fighter may jump from one roof to the next, from a tree to the next or to the ground. He has to spend 2 Movement points per square thus jumped over.

Heroic movement : If he is not blocked at the end of the round, the fighter may move again with a Movement equal to his current NV.

When a fighter is located on a roof, a token is used to distinguish him from other miniatures ◉.

When a fighter who has the ability Titan, jumps and lands somewhere else than on the ground, the player controlling him rolls 1d10. If the result is inferior to the NV written on the reference card, added to the Defensive combat bonus of equipment, the roof (or the tree) doesn't resist the shock and collapses. The fighter suffers an automatic Wound and lands at ground level.

A fighter can be deployed on a roof, but not in a tree or on an obstacle.

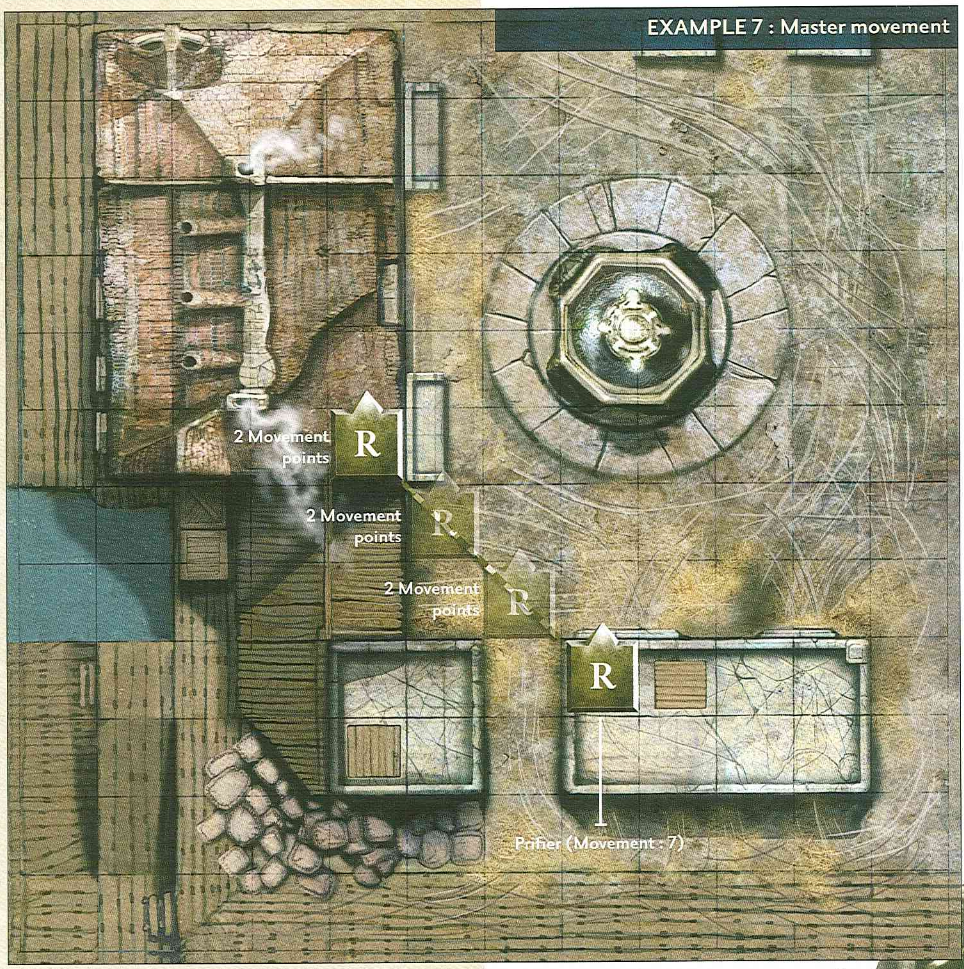
OBSTACLES

Contrary to code Hybrid laboratories, often abandoned centuries ago, the landscape represented on the *Reversible Gaming Tiles* are sometimes inhabited and often cluttered up. The elements of scenery represented on the tiles are considered real obstacles which the fighters must walk around when they move. If unclear, consider that if at least half of the square is covered by an obstacle, then it is an obstacle.

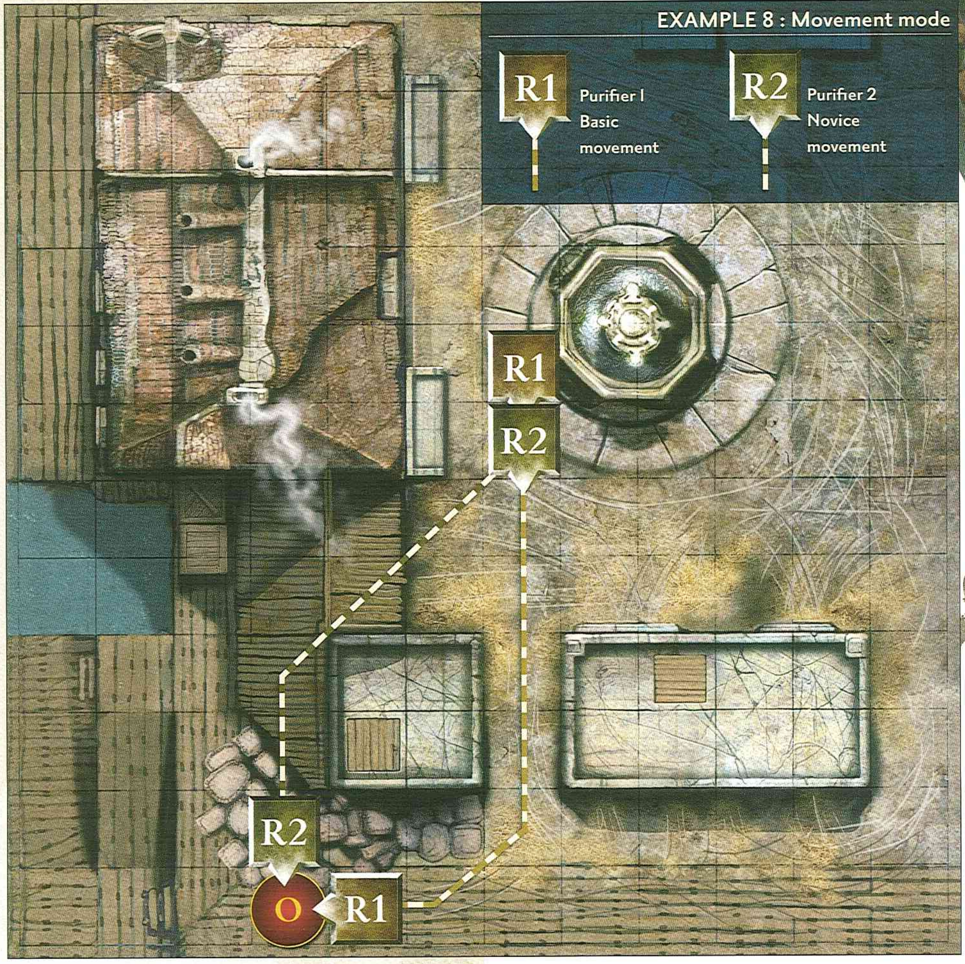
A fighter resorting to Novice movement can ignore obstacles when he moves.

"Puny" and "Titan" fighters can also ignore obstacles.

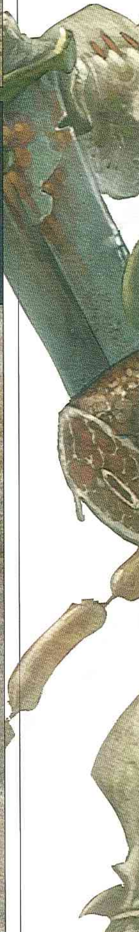
Even when an obstacle can be ignored, the fighter still has to spend the cost of the squares crossed, as if they were of the same nature as the surrounding ground.



EXAMPLE 7 : Master movement

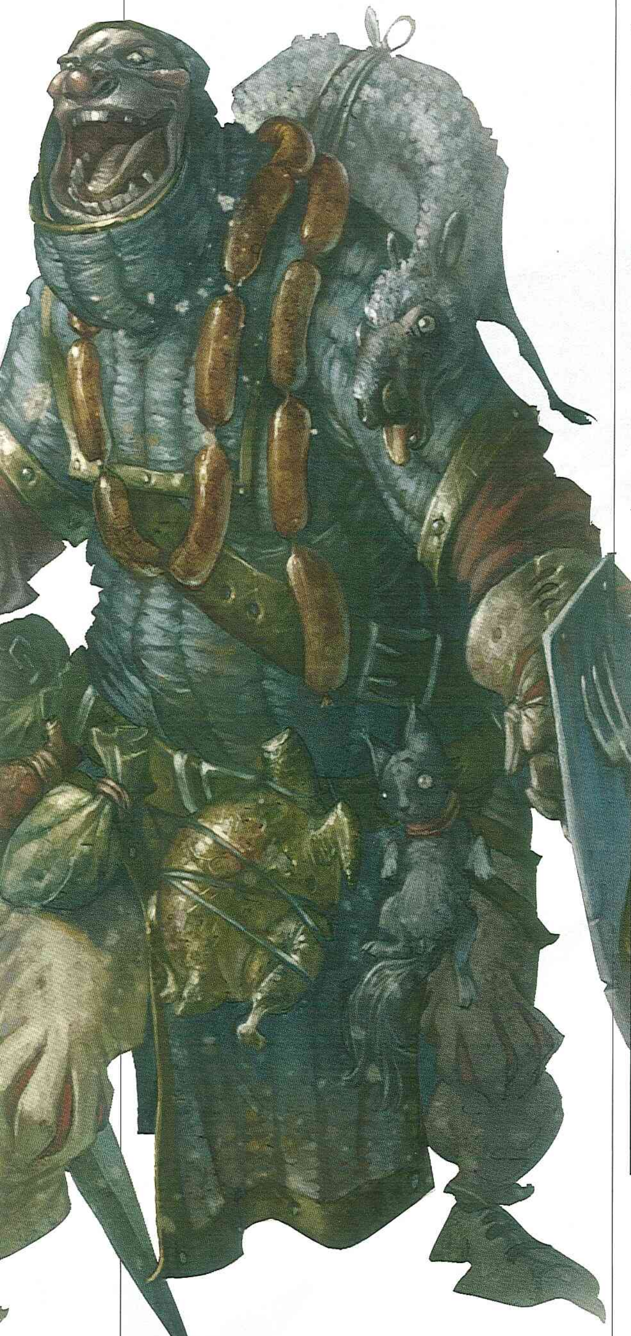


EXAMPLE 8 : Movement mode



Obstacles influence the line of sight (See *Hybrid*, p. 15). Some obstacles are too small to thoroughly hide a fighter. A bed for instance only comes up to knee level.. When a fighter targeted by a shot is situated behind such an obstacle, the shot is possible but suffer a -1 penalty.

Finally, a fighter standing on top of an obstacle, on the roof of a house or even in a tree, benefit from a tactical advantage. When he determines a line of sight or shoots, he can ignore obstacles and fighters, apart from houses, trees or "Titan" fighters.



SPECIAL RULES

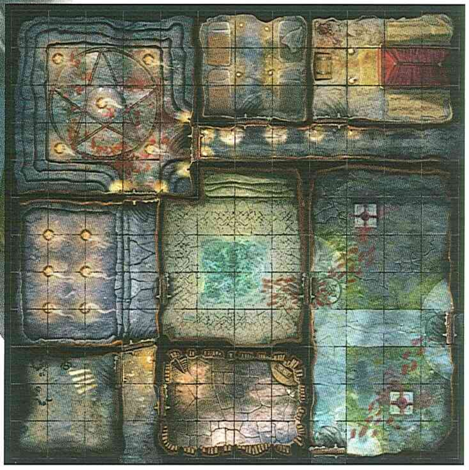
The following events suffer some restrictions :

- **Mass grave :** Can only be played on an underground tile.
- **Gestation tank :** Can only be played on a laboratory tile.
- **Debris :** Can only be played on an underground tile.
- **Lights out :** Cannot be played on an outdoor tile.
- **Flooding :** Can only be played on an underground tile or if the game board has water squares.
- **Purulent ground:** Can only be played on an indoor tile.
- **Toxic zone :** Cannot be played on an outdoor tile.

Besides, outdoor tiles can be subjected to particular game conditions which are mentioned in the mission text:

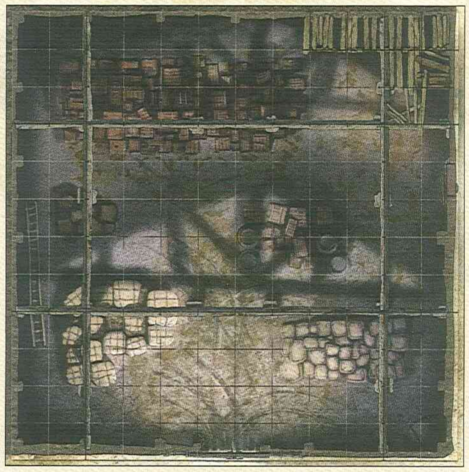
- **Heat :** Fighter whose equipment gives them a Defensive combat bonus suffer a -1 penalty on all their natural rolls
- **Rain :** At night, the range of sight of all fighters is reduced by two squares when located outdoor. By day, lighting is the same as if it was night. Besides, every beaten earth square costs an extra Movement point.
- **Wind :** Shots suffer a -1 penalty.

Some locations represented on the *Reversible Gaming Tiles* imply similar effects as objective rooms (see *Nemesis,* p. 12). A fighter standing on any square of such tiles can activate the effects.

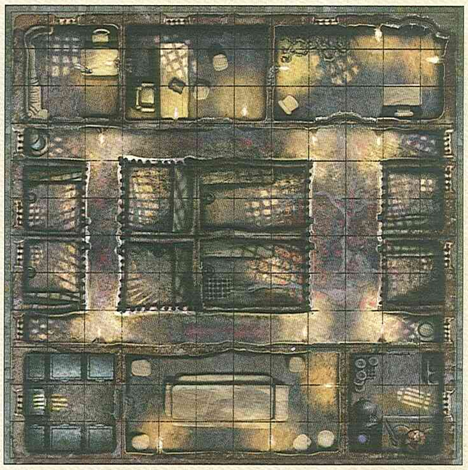


- In **the cellar of invocations** are carried out gruesome rituals. Darkness is particularly powerful there, thus all fighter from this way can benefit from it.

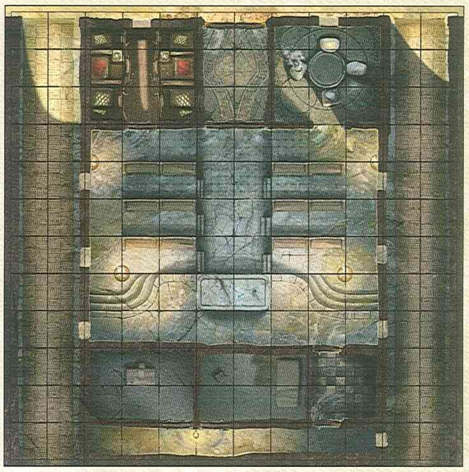
Griffin : All Mutations are thrown away.
Scorpion : the player picks a Mutation.



- **The warehouse** has the same effect as the armory (see *Nemesis*, p. 12).



- **The cells** have the same effect as the torture chamber (see *Nemesis*, p. 12).

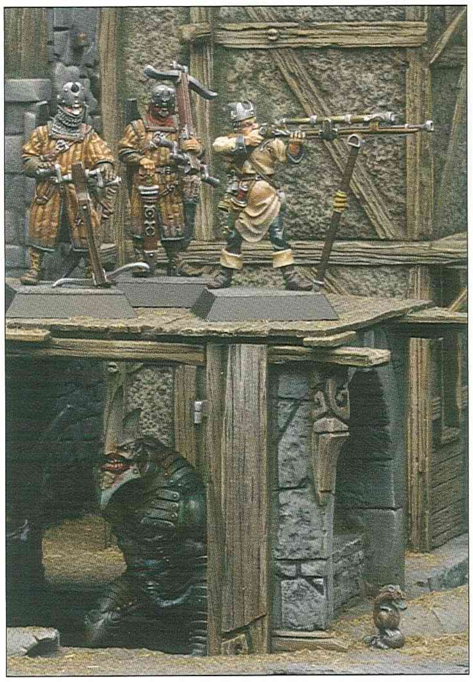


- **The temple** is dedicated to the cult of Light. Fighters of this way benefit from divine favors.

Griffon : The X value of the "Aura/X" of all the fighters in the temple is increased by a point.
Scorpion : the "Conviction" ability of opposing fighters has not effective anymore`.

THE CURSED LABORATORY

The villagers had left several days ago, frightened by the creatures lurking close-by. The Hybrid code clones now rules the village and rumors of an invasion began to spread. The imperial army had moved in, but each time a clone was put down, a new one rose from entrails of the earth. They had to find the entrance and close it for ever. Such was the mission of the men of the Temple.



OBJECTIVES

The **Griffin** player must find the entrance of the laboratory, hidden somewhere inside the village itself.

The **Scorpion** player must prevent the Griffin player Griffon from doing so.

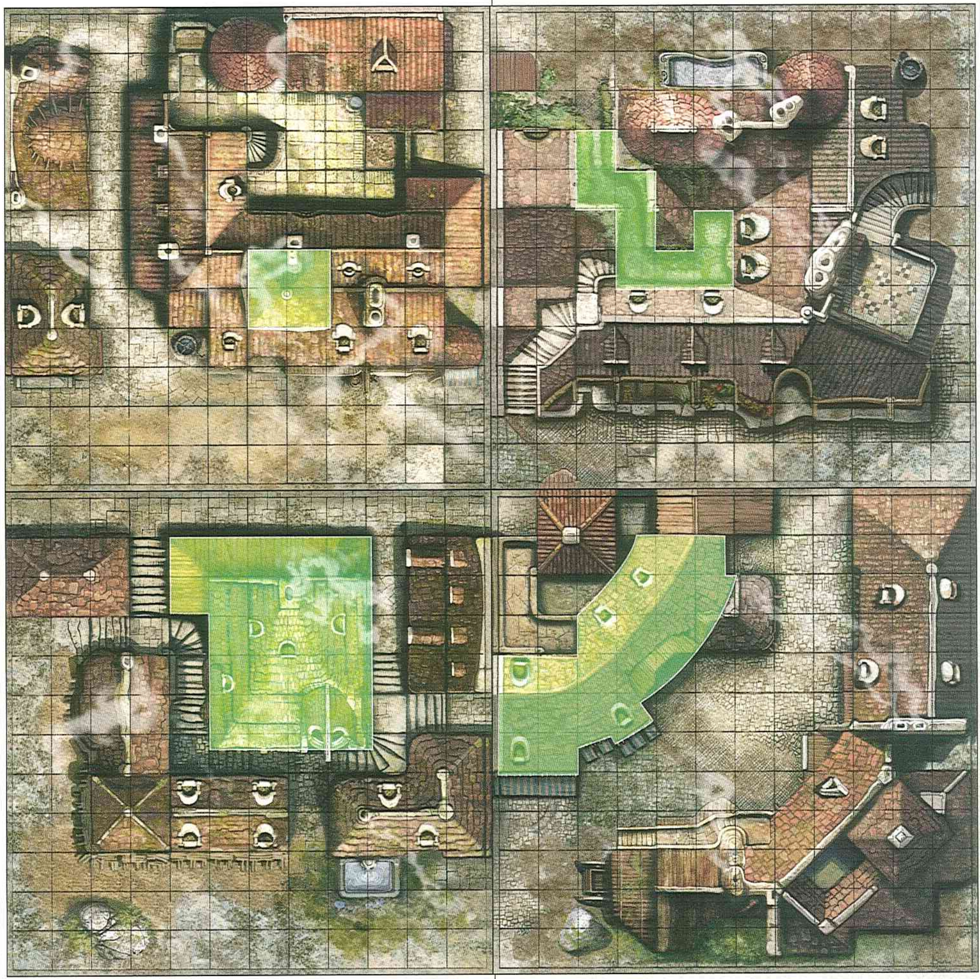
INSTRUCTIONS

At the beginning of the game, the Scorpion player is given three Trap tokens and one Event token. He places them face down, in his deployment zones, one per zone. The Event token represents the entrance of the laboratory, the three others are decoys. These tokens are considered the entrance of the buildings.

The Griffins are not displayed on the game board, but can enter from any side.

TRAPS

Not Trap or Event tokens are used as such for this mission.



🟩 **Scorpions Deployment zone**

SPECIALS RULES

This mission takes place outdoor **in day time**.

The Griffin fighters can activate the tokens spread by the Scorpion player as if they were normal Events. Any how the activation of these tokens doesn't have any effect; the Griffin player just needs to have at a look at the hidden side of the token. If it shows a "!", the Akkylannian have found the entrance of the laboratory. The game ends immediately with the victory of the Griffin player.

The Griffin player can also try to guess the location of the entrance of the laboratory. Once he has revealed at least two tokens placed by the Scorpion player, he can point out another one, at any time. His opponent must show this token. If it is the entrance of the laboratory, the Griffin player immediately wins the game, otherwise he loses immediately.

SELECTING COMBAT GROUPS

	GRIFFINS	SCORPIONS
TOTAL RANK	8	10
TOTAL NUMBER OF WARRIORS	8	14

HUNT ON THE DOCKS

It was night in the port of Carthag-fero. The docks were deserted. The pouring rain falling on the Akkylannian city didn't have anything to do with it. Not long before sunset, several crates unloaded during the day had unleashed a horrid cargo: Syhar clones. The harbor had been evacuated right away; and while these ghastly creatures were about sow panic on Merin's land, the grave brothers of the Temple stepped forth.

OBJECTIVES

The **Scorpion** player must evacuate the equivalent of four Rank levels by the side of the game board indicated on the map. Fighter can get out at ground or roof level alike.

The **Griffin** player must prevent the Scorpion player from doing so.

INSTRUCTIONS

The Event token is placed on the building situated outside, on the roof.

TRAPS

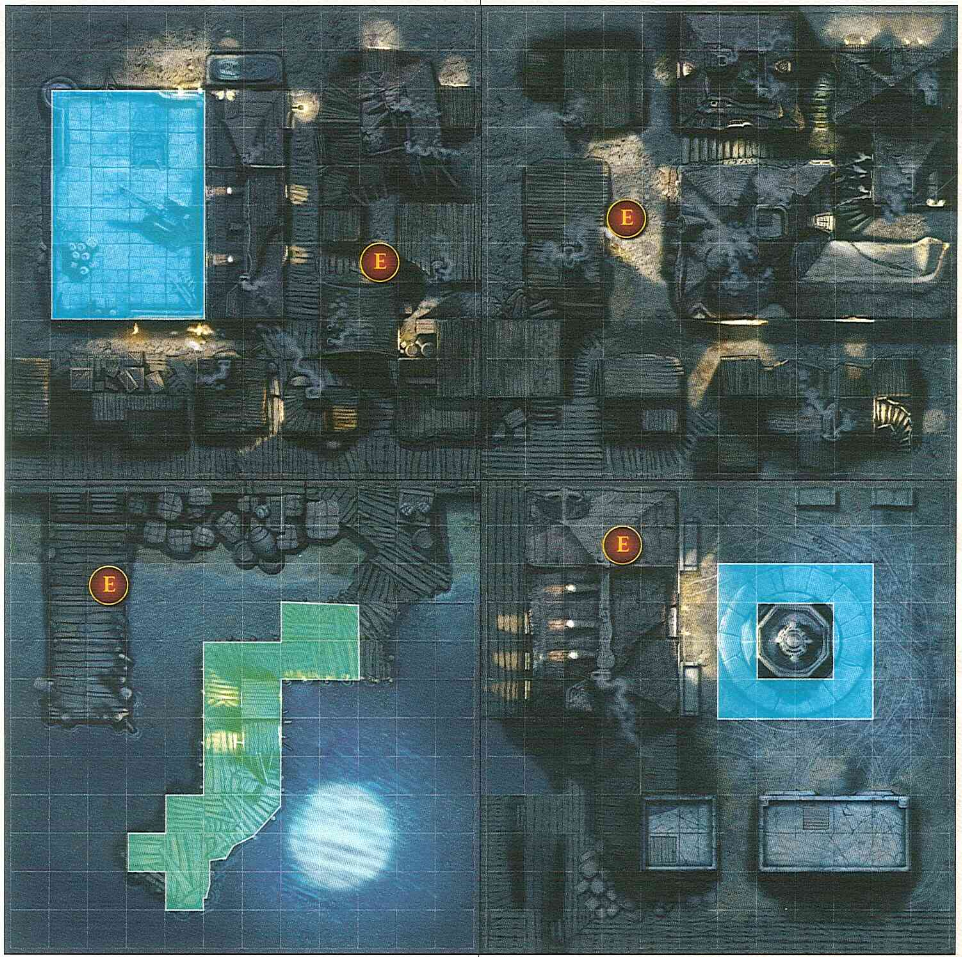
Two Trap tokens randomly determined are integrated to the four Event tokens of the game.

SPECIALS RULES

This mission takes place by **night** under the **rain**.

SELECTING COMBAT GROUPS

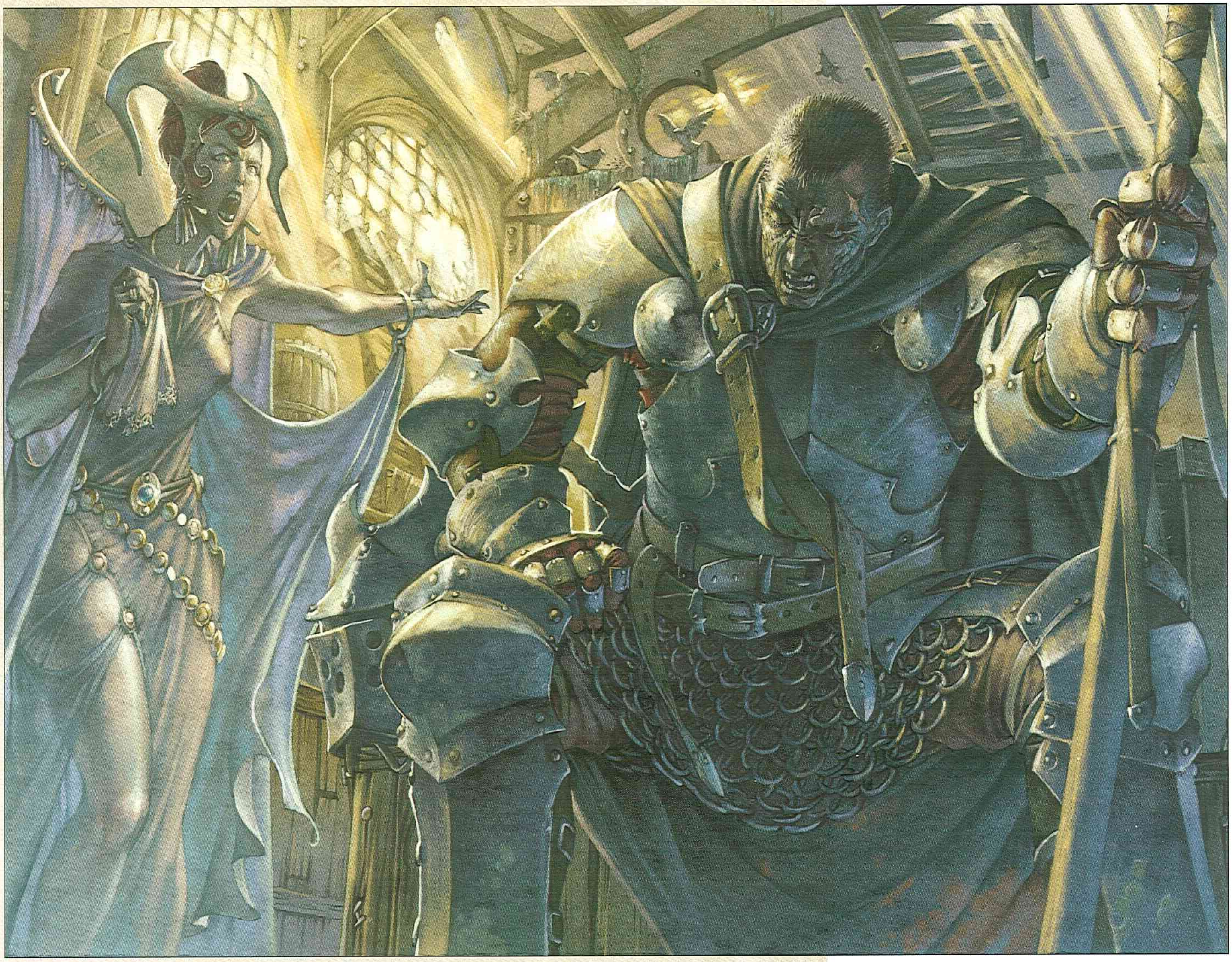
	GRIFFINS	SCORPIONS
TOTAL RANK	12	8
TOTAL NUMBER OF WARRIORS	10	10



🟩 Scorpions Deployment zone

🟦 Griffins Deployment zone

E Events



CAPTAIN KELIAN DURAK

Meliandre instinctively covered her mouth with her hand. The nauseous smell coming from the alley almost had her throwing up her breakfast. She knew Kraken harbour was a filthy place, but she had thought that the sea breeze might carry away the awful smells. But not at all. The elf took out her handkerchief from a pocket of her leather jerkin and inhaled its perfume.

Once the disgust past, the commendable emissary of the constable of the ducal militia dropped her eye on his "protégé", Captain Kelian Durak. At the same moment, the latter shoved a purse full of ducats in his pocket, giving a manly pat in the back of a goblin. And he came back to Meliandre.

— It's alright, I've got our man. He came this way and is heading for the docks.

The Captain gave a sign to his men, spread in the early crowd. They all headed away.

— Sorry Captain but there is something I do not quite understand.

— What is it again?

— Usually when a contact gives you information, he gets ducats, he doesn't give them.

Durak stopped and looked the young elf straight in the eye.

— Stop nosing around, he growled between his tight jaws.

— I am paid to nose around.

Meliandre might not have weighted more than half of Durak's weight, yet she stood in front of him. With a slight wave of the hand, he told his men to carry on.

— Well, here is how I see things, resumed the officer. There is a young woman held prisoner in this district. I know the rascals from around here; she must be having a hell of a time. And I've got to find her. I don't care about the mission the boss gave you. The more questions you ask, the more you slow me down.

Durak was infuriated, nodding his head like a bull about to charge.

— Your zeal does you honor, Captain, yet you only need to answer my question for your investigation to resume.

Durak nervously felt the handle of his great hammer.

— The goblin gave me ducats for me to give it to one of his creditors. He is afraid he might come back with a broken arm if he goes there is person.

— So you also do the rascals messages, concluded Meliandre without hiding her spite.

— It's that, or I pay them with the barracks funds. Which do you prefer?

The Captain and the elf gazed at each other for a moment, and Meliandre went off the same way as the militiamen. The Captain followed close behind, swearing in a low mumbling voice. Remembering what she knew of the officer, she thought it suitable to avoid dark alleys until he had cooled down. Durak was obviously extremely irritated.

She wondered if he had been frightened or if he was truly concerned about what would happen to the young woman.

She left the Captain pass her and tried to size him up. It wasn't the first time he was at the heart of an investigation. If had got carried away on any occasion, he would have been caught long ago. It had to be because of the young lady. The poor child had been kidnapped in the middle of the night on Kraken harbour, and had probably already been sold to a slaver. Durak was right, they had to hurry.

◆

— You know how to fight? Durak asked in a breath.

— I'm able to defend myself.

— I see... Remain hidden; I don't want people saying I did you in.

Despise was obvious in the Captain's voice. Meliandre ignored it. She drew her dagger and hid behind the bundles. Whereas Durak put on his helmet and grasped his huge hammer. The elf also saw the Captain's men surrounding the warehouse, ready to storm it.

Once ready, Durak walked to the entrance of the warehouse and knocked on the door with the handle of his hammer. He waited a few seconds, and without warning, held his hammer high above his head and bashed in the main door. At the same time another militiaman did the same to a side entrance. By the time Meliandre had understood what had happened, all the men had entered the warehouse.

She had nothing to do in a raid. But the suspicions weighing on Durak didn't only concern bribes. Reports about the officer also stated unnecessary violence. Quietly as possible, the elf move towards the smashed door and the body moving under it.

The warehouse was in the worst of states, a few goblins laid here and there, unconscious or worse. Broken crates and ripped bundles filled the space. Three armed bandits, an orc and two humans were facing the militiamen. Just when Meliandre slipped into the warehouse, a terrifying roar was heard and the door leading to a small office was blown asunder. A massive Wolfen in leather armor stood on the threshold. When she saw him, Meliandre's blood froze.

— In the name of the Duke! A deep voice yelled.

Durak ran onto the Wolfen, shoulder first. When he hit him, he sent him flying against the wall. Fired up by their leader's display of power, the militiamen prevented the rascals from running away.

In the mean time Durak was wrestling with the Wolfen. The latter clawed his back and ducked to bite his neck. Still yelling the Captain raised his head just in time and hit the Wolfen in the chin. Then he managed to disengage and wield his weapon. His opponent suddenly seemed unable to react. When the weapon landed on the Wolfen's knee, the cracking noise sounded like thunder. Thrown of balance the rascal was unable to dodge a heavy blow to the temple and collapsed, with a glassy gaze.

◆

The two humans had died. Only the orc who had been lightly wounded, was still standing, held tight by the militiamen. In the mean time Durak frenziedly searched the warehouse.

— Bullshit, he yelled throwing his helmet against a wall.

Meliandre came out of her hiding place and cautiously came forth. She understood. It well was a smugglers' lair or even a slavers' den, but the girl wasn't there.

— Meliandre go do your constable's spokes person routine to the crowd, I don't want any riots.

The elf stared at Durak. He was still under the influence of excitement of the fight and she thought it better to avoid standing up to him.

◆

Calm had settled back in the district. The passers-by on the docks had been reassured by the perfect dressing of Meliandre and the militia's uniforms. The latter were guarding the warehouse against any looting, and yet were exchanging suspicious looks. The elf had regained her composure and watched the scattering crowd.

Meliandre suddenly heard a muffled sound from inside the warehouse. Avoiding being spotted by the militiamen, she furtively entered the devastated building. First of all she saw Durak with his back covered in thick dried blood, and the orc prisoner tied to one of the pillars supporting the roof of the building. The rascal's face was black and blue, his right arm hung weakly, probably broken. He had been carefully gagged with a piece of wood and some rags. His massive body was shaken by choked sobs. Durak was wiping his hands with a piece of cloth.

— What do you what?

Outraged and surprised, Meliandre remained silent.

— The young woman has been transferred onto The Nightmare this morning, Durak resumed. It is supposed to leave for No-Dan-Kar. But in fact it will deliver its cargo to the Dark ones. Departure is planned for tonight. We can still to do something about it.

Meliandre was short on breath, Durak sat on a crate and let show the pain running through him since the fight. The elf moved towards the centre of the great room, Staggering under the effect of fear and anger.

— What about this one? Said Meliandre pointing to the orc.

— Who?

— Where do you think you are? In the Inquisition? We're in Cadwallon here; we will have none of those horrors of Darkness or burning of Light!

Durak leaped to his feet and closed up on Meliandre so swiftly that she instinctively stepped back.

— And you, young fool, who do you think you are? The officer yelled furiously. You spend a day in the lower city, our home, and you believe you can come and lecture me?

Meliandre was leaning back against one of the warehouse pillars. She tried to reassure herself telling herself that a passer-by ought to have heard the Captain bawl and would call the militia.

— Sadistic Wolfen, walking dead, assassin magicians... That's what I've got to deal with each day. So your moralistic lessons you can shove them up your...

Dura was like a cornered lion, his features were twisted in anger.

"But the true bastards, I know who they are. The guild masters and the nobility. You can't do anything against them. You see? Your rules do not work, so I gave up following them! I'm not of high birth anyway, so I'll never go above the rank of Captain. Then yes, I do grab the ducats where they are and I don't give a rat's ass about it!

Shocked, Meliandre was about to answer, but the mere gaze of Durak prevented her from doing so.

— Poor child. We might find her, but we will never catch the real culprit. The Ferrymen are untouchable.

Durak seemed edgy. Between his speech and the tortured orc, Meliandre hesitated. The words of the officer still rang in her head.

— Captain, do you know where to find this vessel?

Durak simply nodded.

— In that case, let's go and save her!

THE FREE CITY
CADWALLON

Name : *Kelian Durak* League : ....
Origin : *Cadwallon* Race : *Humain*
Culture : *Lower city* Motivation : *Incarnate*
Feats : *Ruthless, Leadership*
Distinctive feature(s) : *Bravery, Implacable*
Trade(s) : *Officer, Soldier, Sleuth*
POT : ...5... XP : ..../.........

SIZE : *Medium (3)*
MOV : ...4...
POW : ...3... d6
FEAR : ....
DEF : ...4...
MAS : ...3...

ACTION POOL

HEALTH POINTS

	Stunned ☐	
UnHurt	☐☐☐	
Light Wound	☐☐☐	-1
Serious Wound	☐☐☐	-2
Critical Wound	☐☐☐	-3
INCapacitated	☐☐☐	(-4)

PROTECTION

PRO : ...3... Mod : ...-1...

⚀ PUGNACITY		⚁ SLEIGHT		⚂ STYLE		⚃ OPPORTUNISM		⚄ SUBTLETY		⚅ DISCIPLINE	
Bash	■■■■□	Activate/Open/Close	1d6	Disguise	□□□□□	Abjure	□□□□□	Argue	□□□□□	Analyse	□□□□□
Charge	□□□□□	Aim	□□□□□	Dominate	□□□□□	Channel	□□□□□	Barter	□□□□□	Command	■□□□□
Drive	□□□□□	Climb	□□□□□	Examine :	□□□□□	Conceal	□□□□□	Consacrate	□□□□□	Confound	□□□□□
Endure	■□□□□	Design :	□□□□□	Fanatisize	□□□□□	Crook	■■□□□	Cypher	□□□□□	Coordinate	□□□□□
Exult	□□□□□	Design :	□□□□□	Fend off/Parry	■■□□□	Distract	□□□□□	Disarm	□□□□□	Defend	■□□□□
Force	□□□□□	Enchant	□□□□□	Get up	1d6	Dodge	□□□□□	Feel	□□□□□	Heal	□□□□□
Impress	1d6	Evoke	□□□□□	Incante :	□□□□□	Fool	□□□□□	Foretell:	□□□□□	Improve	■□□□□
Incante :	□□□□□	Feign	□□□□□	Lunge	□□□□□	Hide	■■□□□	Identify	■■□□□	Incante :	□□□□□
Intimidate	■■■□□	Incante :	□□□□□	Preach	□□□□□	Hunt	■□□□□	Incante :	□□□□□	Look out	■■■■□
Revoke	□□□□□	Mediate	□□□□□	Ride	□□□□□	Incante :	□□□□□	Poison	□□□□□	Pray	□□□□□
Slash	□□□□□	Operate :	□□□□□	Seduce	□□□□□	Peek an eye	1d6	Repare/Fix	□□□□□	Reload a bow	1d6
Smash	□□□□□	Operate	□□□□□	Shift position	1d6	Put to death	1d6	Sermonize	□□□□□	Reload a crossbow	2d6
Snap out of it	1d6	Pierce	□□□□□	Strike back	□□□□□	Recharge	□□□□□	Speak	0d6	Reload a firearm	3d6
Subdue	□□□□□	Sail	□□□□□	Stunt	□□□□□	Sabotage	□□□□□	Study :	□□□□□	Search	□□□□□
Swim	□□□□□	Shoot	■□□□□	Summon	□□□□□	Steal	□□□□□	Study :	□□□□□	....	□□□□□
....	□□□□□	Slither	□□□□□	....	□□□□□	Survive	□□□□□	Sublimate	□□□□□	....	□□□□□
....	□□□□□	Take out a weapon/a gem	1d6	....	□□□□□	Wrestle	□□□□□	Taunt	□□□□□	....	□□□□□
....	□□□□□	Tinker	□□□□□	....	□□□□□	....	□□□□□	....	□□□□□	....	□□□□□
	PUG + 3		SLE + 3		STY + 2		OPP + 3		SUB + 4		DIS + 2

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.
Crossbow	4 d6	1	6/12/18	2	3	-
	d6					
	d6					
	d6					

REACH

		7		
7	6	6	6	7
6	4	2	4	6
6	3		3	6

MELE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.
Fists	-	-2	C	0	T	-
Ssword	-	+ 2	T	1	3	-1
The stunner	-	+ 4	C	0	4	-5

RACKHAM

THE FREE CITY
CADWALLON

KNOWLEDGES

Administration : Cadwallon	■■□□□	Fiefdom : *Kraken*	■■□□□
Administration :	□□□□□	Fiefdom :	□□□□□
Culture : *Lower city*	■■□□□	Fiefdom :	□□□□□
Culture :	□□□□□	Language : *Cadwë*	■■□□□
Faction : *Militia*	■■■□□		□□□□□
Faction :	□□□□□		□□□□□
Faction :	□□□□□		□□□□□
Region : *Cadwallon*	■■□□□		□□□□□
Region :	□□□□□		□□□□□

CONTACTS

NAME (ATTITUDE)	Intimacy	Localization	Page
Duc de Cadwallon	.2.. □□	*Den-Azhir*	
Kaltyr..................	.2.. □□	*Trophy (the Square)*	
Dil-Dan-Alar..............	.2.. □□	*Trophy (Little Klûne)*	
The Archduke............	.2.. □□	*Rampart (the Swamps)*	
Seyr....................	.2.. □□	*Kraken (Buoyancy bay)*	
....	.... □□		
....	.... □□		
....	.... □□		

EQUIPEMENT

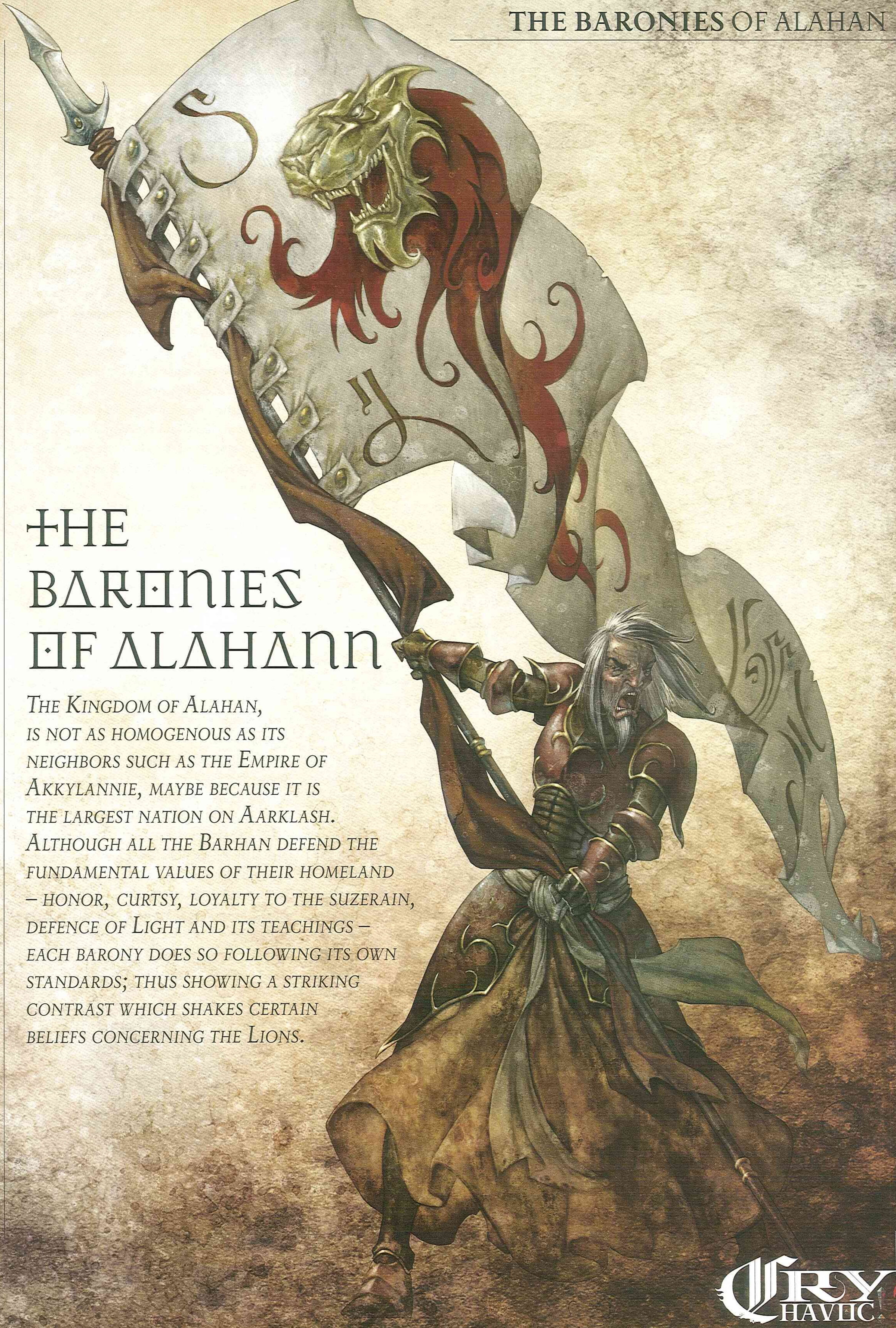
		Weight			Weight
■	*The Stunner*	10	□	*Lantern*	0,5
■	*Breastplate*	20	□	*Calligraphy utensils*	3
■	*Crossbow and 20 bolts*	4,5	□	*Rucksack(x2)*	2
□	*Reinforced leather armor*	10	■	*Militia uniform(x2)*	6
■	*Shield*	3	□	*Clothes*	3
■	*Purse*	-	□	*Worn clothes*	3
□	*Tin trunk*	3	□	....	....
■	*Sword*	2	□	....	....
□	*Parchment sheet*	0,5	□	....	....
□	*Phial (oil)*	-	□	....	....

Ducats : ..130..

TOTAL (Kgs) : 42,5
Bulk : -1

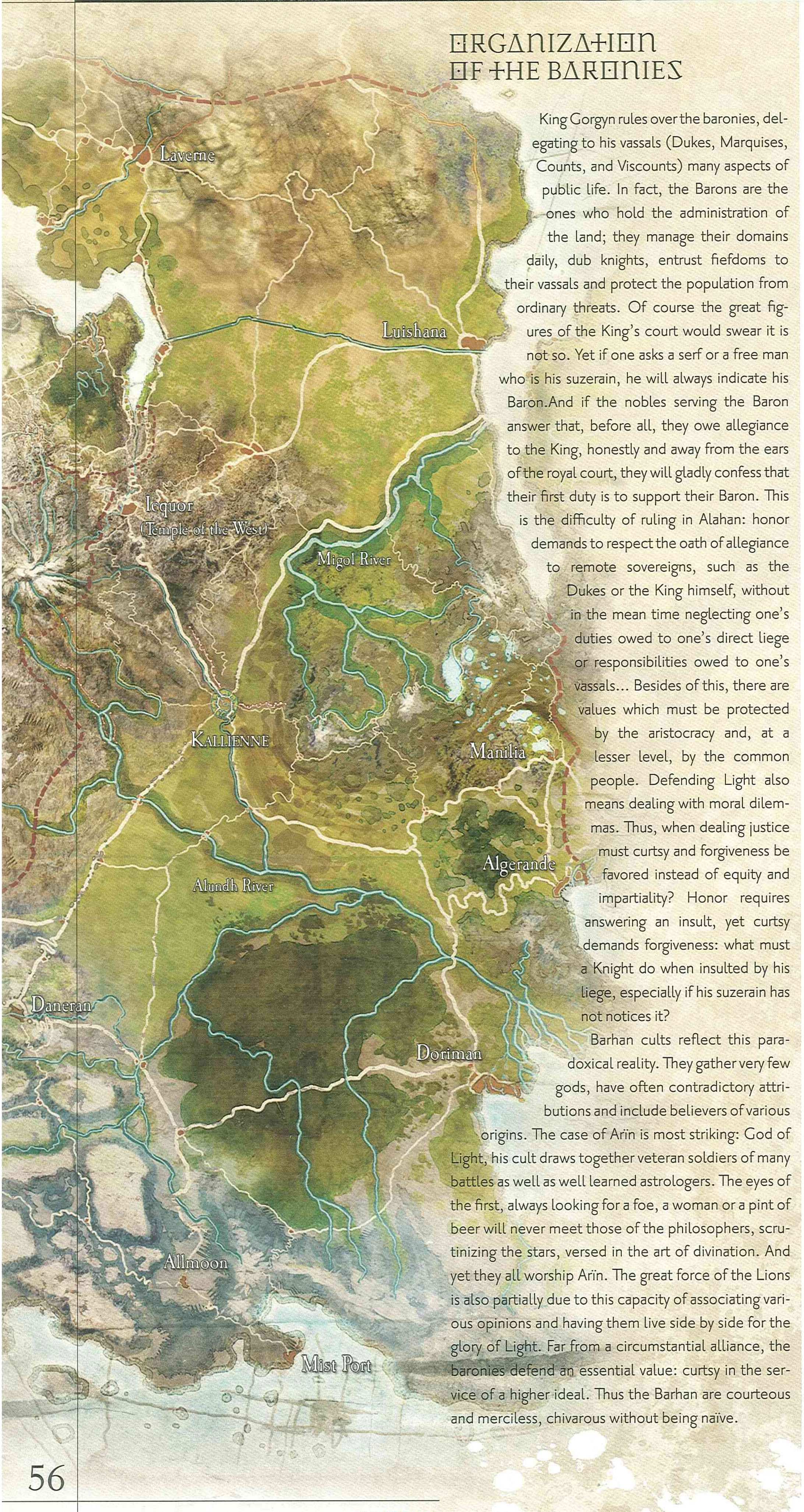
THE STUNNER

The Stunner is a hammer recovered by Kelian Durak during a shady investigation. The Captain wields this heavy two handed weapon. When he succeeds in dealing a master strike with it, the target loses one AP or RP die (The player managing Durak's choice) as well as suffering the damage of the strike.
The Stunner has the same characteristics as a giant mallet.



THE BARONIES OF ALAHANN

The Kingdom of Alahan, is not as homogenous as its neighbors such as the Empire of Akkylannie, maybe because it is the largest nation on Aarklash. Although all the Barhan defend the fundamental values of their homeland – honor, curtsy, loyalty to the suzerain, defence of Light and its teachings – each barony does so following its own standards; thus showing a striking contrast which shakes certain beliefs concerning the Lions.



ORGANIZATION OF THE BARONIES

King Gorgyn rules over the baronies, delegating to his vassals (Dukes, Marquises, Counts, and Viscounts) many aspects of public life. In fact, the Barons are the ones who hold the administration of the land; they manage their domains daily, dub knights, entrust fiefdoms to their vassals and protect the population from ordinary threats. Of course the great figures of the King's court would swear it is not so. Yet if one asks a serf or a free man who is his suzerain, he will always indicate his Baron.And if the nobles serving the Baron answer that, before all, they owe allegiance to the King, honestly and away from the ears of the royal court, they will gladly confess that their first duty is to support their Baron. This is the difficulty of ruling in Alahan: honor demands to respect the oath of allegiance to remote sovereigns, such as the Dukes or the King himself, without in the mean time neglecting one's duties owed to one's direct liege or responsibilities owed to one's vassals... Besides of this, there are values which must be protected by the aristocracy and, at a lesser level, by the common people. Defending Light also means dealing with moral dilemmas. Thus, when dealing justice must curtsy and forgiveness be favored instead of equity and impartiality? Honor requires answering an insult, yet curtsy demands forgiveness: what must a Knight do when insulted by his liege, especially if his suzerain has not notices it?

Barhan cults reflect this paradoxical reality. They gather very few gods, have often contradictory attributions and include believers of various origins. The case of Arïn is most striking: God of Light, his cult draws together veteran soldiers of many battles as well as well learned astrologers. The eyes of the first, always looking for a foe, a woman or a pint of beer will never meet those of the philosophers, scrutinizing the stars, versed in the art of divination. And yet they all worship Arïn. The great force of the Lions is also partially due to this capacity of associating various opinions and having them live side by side for the glory of Light. Far from a circumstantial alliance, the baronies defend an essential value: curtsy in the service of a higher ideal. Thus the Barhan are courteous and merciless, chivarous without being naïve.

ALGERANDE

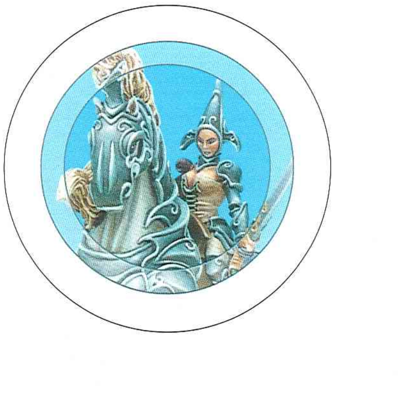
Blazon : Azure, a lion rampant or.
Main god : Elad.
Baron : Methrain the Diplomat.
Favored allies : none.

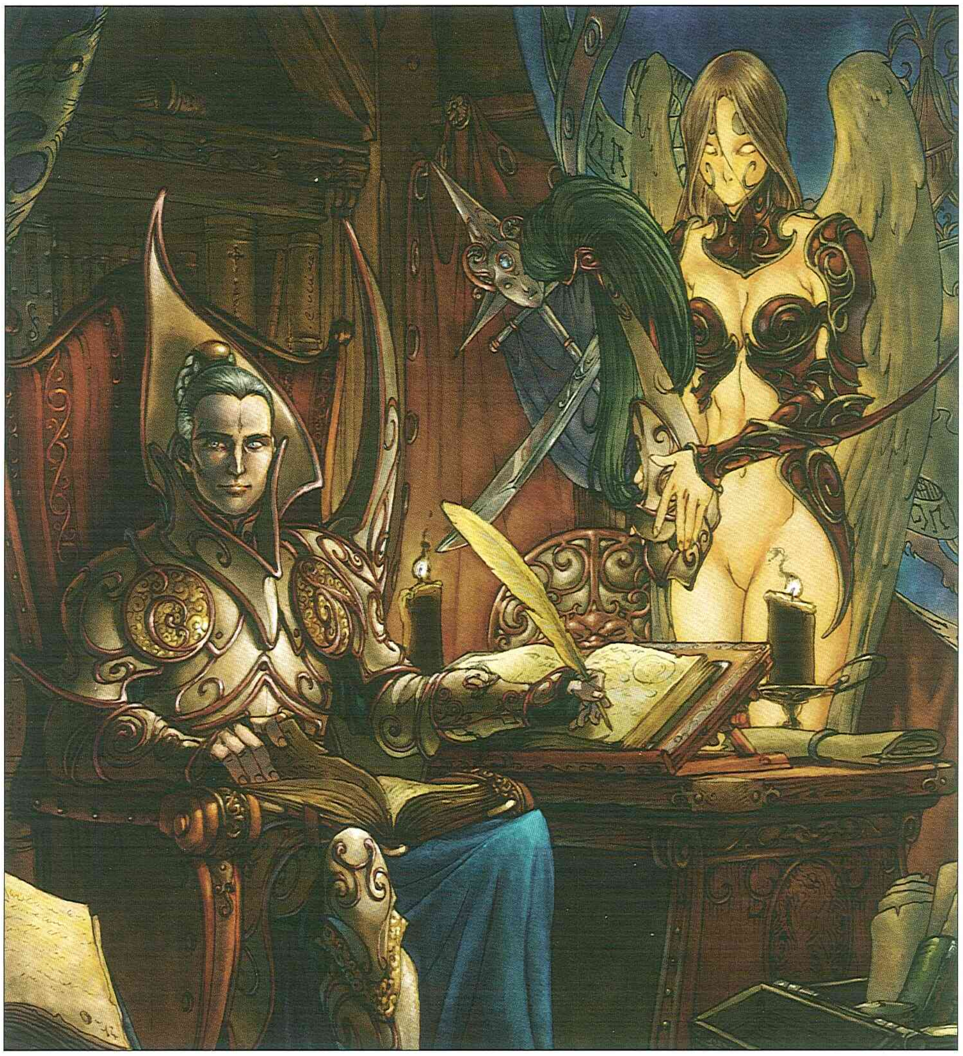
One always hears of the rich lands of the Lion, but among all, Algerande is the barony which less deserves this reputation of wealth. There is no fertile agricultural land, no precious or useful metal mines. No commercial routes linking it to neighboring realms and though Algerande possesses a rather vast fleet, it is mainly composed of fishing boats which are in charge of supporting life in the countless small ports hidden in the many folds of a coast way too steep to build true shipyards.

This situation has lead Algerande to make of its inhabitants its main feature. Education is better than anywhere else, to a point where the most beautiful Barhan minds grew up in the shadows of the cliffs of Algerande.

The level of concentration of the population on the coast has saved large portions of the country where the force of primordial enchantments remains intact: mythic creatures and portals to far away Elemental realms are more common there than elsewhere. Local legend tells of many strange entities, of apparitions of the Chimera mixing with an ordinary family to entrust them with its descent. The magic academies of Algerande make good use the particularity of their barony; their most promising magicians are sent inland to meditate for a year or more. Thus they develop in their errand uncommon elemental empathy.

Methrain the Diplomat is the Baron of Algerande. His wisdom is a model for his people and he was able to transmit his love for knowledge to his subjects. He was one of the most talented diplomats of the Kingdom before becoming a renowned teacher in the most prestigious universities. And though he now lives in a monastery, he is not only able of ruling his barony wisely, but is also able of maintaining the attentive ear of his peers in the Kingdom.





ALLMOON

Blazon : Argent, a lion rampant gules.
Main gods : Arïn and Azël.
Baron : Mirvilis of Allmoon.
Favored allies : Griffins of Akkylannie, Sessair Kelts and Cynwäll elves.

As often found in the baronies of Alahan, land which would usually be believed desolate and fruitless bears unbelievable treasures if one knows what to look for. Nothing more than snowdrifts and glaciers grow in Allmoon, yet the underground is rich with metals: gold, brass and iron. If it wasn't for the wolves and the cold, the two mortal enemies of the traveller, this land would be the richest in the Kingdom. And Allmoon is only behind Kallienne and Doriman in terms of wealth.

The inhabitants of the fief, branded by this curious combination of wealth and hardship, have developed strong martial traditions and a riche cultural life. Although the barony selects the fittest for survival without mercy, they are not brutes who only care for their next meal. Singing, dancing, poetry and sculpting are particularly esteemed. Its ice sculpture competitions are renowned around the Kingdom.

Mirvilis of Allmoon rules over an ever-winter country. His prestigious ascendance has long been considered as a heavy drawback, since his family, who reigns over the barony since its foundation, only counted outstanding leaders in its ranks. Rumors in court have for a time supported the hypothesis that Mirvilis would not be able to stand up to his heirloom. Yet if the man himself is severe and discreet, if not secretive, he was able to show that he was made of the same stuff as any other great noble leader. Not only did he skilfully steer an extremely sensitive aristocracy with a very sharp sense of honor, Mirvilis also became a talented magician. Admitted among the order of the Chimera, he founded his own brotherhood, the Company of the Nave, which was able to establish that selenite magic was not corrupt.

After a terrible attack of the company of Lahn against a refuge of selenite mages, on the isle of Tycho, the baron took the decision of welcoming the surviving selenites, personality seeking forgiveness on behalf of the Kingdom. This admirable move has added even more prestige to the legend of a man thought to be remote and unreachable...while providing the barony with powerful magicians.

DANERAN

Blazon : Sable, a lion passant or with a tower cendrée.
Main god : Arakin.
Baron : Dragan of Orianthe.
Favored allies : Griffins of Akkylannie, Sessair Kelts and Cynwäll elves.

It is called the "antechamber of the Abyss" and this denomination is even crueler since the barony of Daneran was one of the richest in the Kingdom... before the treason of Acheron. The farming lands and mines which made the fortune of the people of the country are either in ruin or fallow land. Only a few nobles looking for a quick investment with very quick profit no matter the risks still dare exploiting the local resources.

In reality, apart from garrisons and encampments of armies marching towards the stronghold of Kaïber, Daneran only produces despair and funeral pyres. In any other place the population would have fled or given in to despair. But the subjects of Daneran are Barhan, men and women with bravery carved into their bodies and soul. They have learned to coordinate their efforts and to strike the weak points of the enemy. The magicians have studied the secrets of Earth to render their soldiers stronger, more resilient and able to move swiftly on unsteady ground.

Dragan of Orianthe leads his martyred barony with an iron grasp. Faced with the armies of Acheron, the slightest weakness can be lethal; he shows no pity for his unfortunate people, punishing the slightest mischief with rigor which would be considered cruelty in a country less affected by the war. When one is in charge of the stronghold of Kaïber, compassion and gentleness are unattainable luxuries.

One of the most unpopular measures taken by the Baron was to have all those fallen on the field of honor, friends and enemies alike, burnt. The dead do not only represent fewer soldiers for the forces of Alahan but also potential reinforcements for the necromancers of the cursed barony.

ICQUOR

Blazon : Quartered Ist, vert, an arrow or; 2nd and 3rd, or, a lion rampant sable; 4th, vert, a dragon rampant or.
Main gods : Arïn, Elad, Tiranor and Kaïn.
Baron : Egeus of Icquor.
Favored allies : Griffins of Akkylannie and Sessair Kelts.

The barony of Icquor is simply a wild land. There are few peasants and fewer craftsmen save those necessary to the barony's main activity: hunting. Since a wild land is also a dangerous land, favorable to highway men, roaming goblin tribes, dark ones having ran from battle or packs of wild beasts. The deep forests of Icquor are relentlessly patrolled, especially by very efficient falconers' squads. But the greatest pride of the barony is that it is home to the dragon Netzach ant its descent. Having been chosen to shelter this powerful protector of the Kingdom is a huge honor for the barony. It is also the greatest praise that one can give to its inhabitants who deal great care to their land.

But in return, the subjects of the baron of Icquor seem a little wild. The respect of chivalrous ideals of the Lion are in their case a crucial guaranty in order not to lose themselves in a way of life which would only be based on survival and hunting. The Lion is needless to say the King of the beasts, but is far from being a mere animal…

Egeus of Icquor, also called Egeus the Forester, is as much the Baron of the fief and its most fierce defender. If he does not demonstrate the refined manners of the court of Kalliene, he is a hunter and an outstanding warrior. Not only does he know and love his fief like few Barons before him, but he showed many times that he combined rare valor (even for Barhan) and the gifts of a sharp tactician. No opponent ever managed to make him shake and he rides to battle like he rides to hunt: simply, gracefully and efficiently, leaving his worse critics in awe.

DORIMAN

Blazon : Quartered Ist and 4th, sable, a lion rampant argent; 2nd, azure, three lymphads or; 3rd, gules, a wolf's head erased argent.
Main gods : Arïn, Elad and Arakin.
Baron : Valdenar of Doriman.
Favored allies : none.

The barony of Doriman, the vastest and richest in the Kingdom, is at the same time a great port and the greatest shipyard on Aarklash. It also is an unavoidable stop for any commercial expedition on the Ephren Sea, as well as the first provider of the Kingdom (and probably of Aarklash as well) in precious furs.

Paradoxicaly, the inhabitants of Doriman have not become any more refined; they carefully cultivate a reputation of brutal manliness and simple yet sincere comradeship. In fact they are renowned for their fits of anger which are compared to equinox storm on the Ephren Sea.

A typical tradition of the barony, which contributed a lot to this representation of the "rough Brahan", consists in inviting guests to hunt wild beasts. One most admit that on Doriman lands plenty game is found and that it shelters dire predators: bobcats, bears and particularly daring wolves. Many foreigners who have participated to these hunts haven't understood that under the obviously simple invitation, is hidden a tradition deeply rooted in the culture of the barony: as a token of gratitude for hospitality, a guest is supposed to help the country by regulating the population of dangerous predators. Thus hunting contributes to the wealth by providing luxury furs while allowing an easier access to the forest which feeds wood to the shipyards.

Valdenar of Doriman rules this barony. Those who fear that responsibilities lying on his powerful shoulders might not enable him to correctly run his fiefdom are in for a nasty surprise. Not only is he the greatest paladin of the Kingdom and the master of this order, the baron is also a well respected member of the royal guard. All of this doesn't prevent him from actively participating in campaigns against pirates on the Ephren Sea, while remaining available to his people. Valdenar does not neglect his judicial duties either. If one can see beyond his rough manners, among the barons, he certainly is the one embodying the best the ideals of the Lion.

VALADY

Blazon : purpure, two lions addorsed or.
Main gods : Arïn and Arakin.
Baron : Kelgar of Valady.
Favored allies : Griffins of Akkylannie, Sessair Kelts and Cynwäll elves.

Royal land, Kallienne, the cradle of the sun, doubtlessly embodies best what the Kingdom has to offer. Though not any bigger than other baronies, Kalliennne has always been spared by war thanks to its central position and has avoided famine thanks to the fruitfulness of its soil. The capital of the Kingdom is a jewel of Aarklash, one of the high places of culture on the continent and the greatest city in Alahan.

Yet the most dazzling of the baronies has a dark side, the obscure part of this country of Light. Kallienne murmurs with plotting; the secret police, one of the most active on Aarklash, confounds enemy plans of all sorts. The poorest districts of the city shelter all the misled people of the Kingdom and their twisted ideals, servants of Darkness and people who should not be standing besides the most dedicated defenders of Light.

Kelgar of Valady, called "Lord" by his agents, manages the barony. In fact, it is mainly the civil servants of the King who take care of daily affairs, leaving the Baron enough time to dedicate himself to his main task: the secret police.

Though he might be one of the Barons least implicated in the management of his fief, Kelgar compensates this weakness with a real gift for reading people. His ability to surround himself with servant as trustworthy as they are efficient, allows, when his office becomes to cumbersome, to leave his lieutenants in charge of things and to be able to ride out onto the battlefields to help or to participate in the pirate hunt with Valdenar of Doriman, his lifelong friend.

LAVERNE

Blazon : cendrée, a lion passant or.
Main god : Arïn.
Baron : Sihran of Montvert.
Favored allies : Griffins of Akkylannie, Sessair Kelts and Cynwäll elves.

Dubbed the" Heiress of legends" or the "young barony", this fief is one of the places with the most amount of history in the Barhan Kingdom. Laverne is the first land gained from the Atrocious during the formation of the Kingdom and this warlike past was not going to be forgotten since confrontations never lacked afterwards. The garrisons of the barony are many and well trained. One will often find there sacred weapons and armors, even in the hands of mere foot soldiers. These treasures have generally been inherited from glorious ancestors and were passed down from one generation to the next.

Oddly enough, the most striking event of the history of Laverne is a pathetic war, initiated by the goblins. The barony, devastated by the roaming hordes of goblins, was about to fall, but its armies managed to hold the enemy back long enough for reinforcements from every corner of the Kingdom to come to the rescue. The defenders enrolled even to most remote shepherds. They fought till death reaped them. Their willpower was way beyond what one would expect of mortals. The memory of these awful sacrifices still haunts the minds and one might still witness fighters of Laverne battling regardless of atrocious wounds, as if they were possessed by the bloody past of their land.

Sihran of Montvert is the Baron of Laverne. Member of the reapers, he is a renowned warrior, an accomplished gentleman, a gifted actor, an extravagant without any inhibitions and an incontrollable madcap. If he holds his rank – and he has much to do since his brother, Urland, who became the Queen's champion – he is a mixture of dauntlessness and malice that stands out among his peers, the Barons, and his severe people.

LUISHANA

Blason : chequy sable and argent, lion ombré cendrée.
Main gods : Arïn, Tiranor and Kaïn.
Baron : Kamis of Amirat.
Favored allies : Griffins of Akkylannie, Sessair Kelts and Cynwäll elves. This barony is famous for calling upon mercenaries, notably dwarves.

Called the lair of mist, this barony is the most singular one in Alahan. Land of forest, rivers and marshes, the resources of Luishana mainly come from the fruitful trade with its neighbors (Kelts, dwarves of Tir-Na-Bor and Griffins of Akkylannie). The inhabitants of the barony would rather indulge in commerce and quiet plotting than war.

Even if they defend the ideals of Light as much as any other Barhan, the Baron of Luishana's subjects cultivate an independent spirit regarding royal power. The nobility of the capital does not understand this country of water and mud; furthermore, they criticize the people of Luishana for their unorthodox behaviour, for bending the rules and for their disloyal methods...methods which they use themselves in the King's court.

The Luishana warriors know how to exploit the advantages of the ground and the weaknesses of the enemy. If their methods might be argued about, their motivation cannot be challenged. No matter how defiant they might be, the people of this barony are worthy defenders of Barhan values. Despite regular contact with other peoples, the inhabitants of Luishana have not lost their attachment to Light and seem to have developed some kind of incorruptibly.

Kamis of Amirat leads the barony of Luishana. Plotter before being a warrior, a merchant rather than a general, his favourite weapon is a lethal sense for repartee. Kamis stirs scandal by publicly appearing with his mistress and by maintaining shady deals with all sorts of suspicious people. But who would dare publicly accuse a man who has, in no more than a sentence, ridiculed so many noblemen betrayed by their ready tongue?

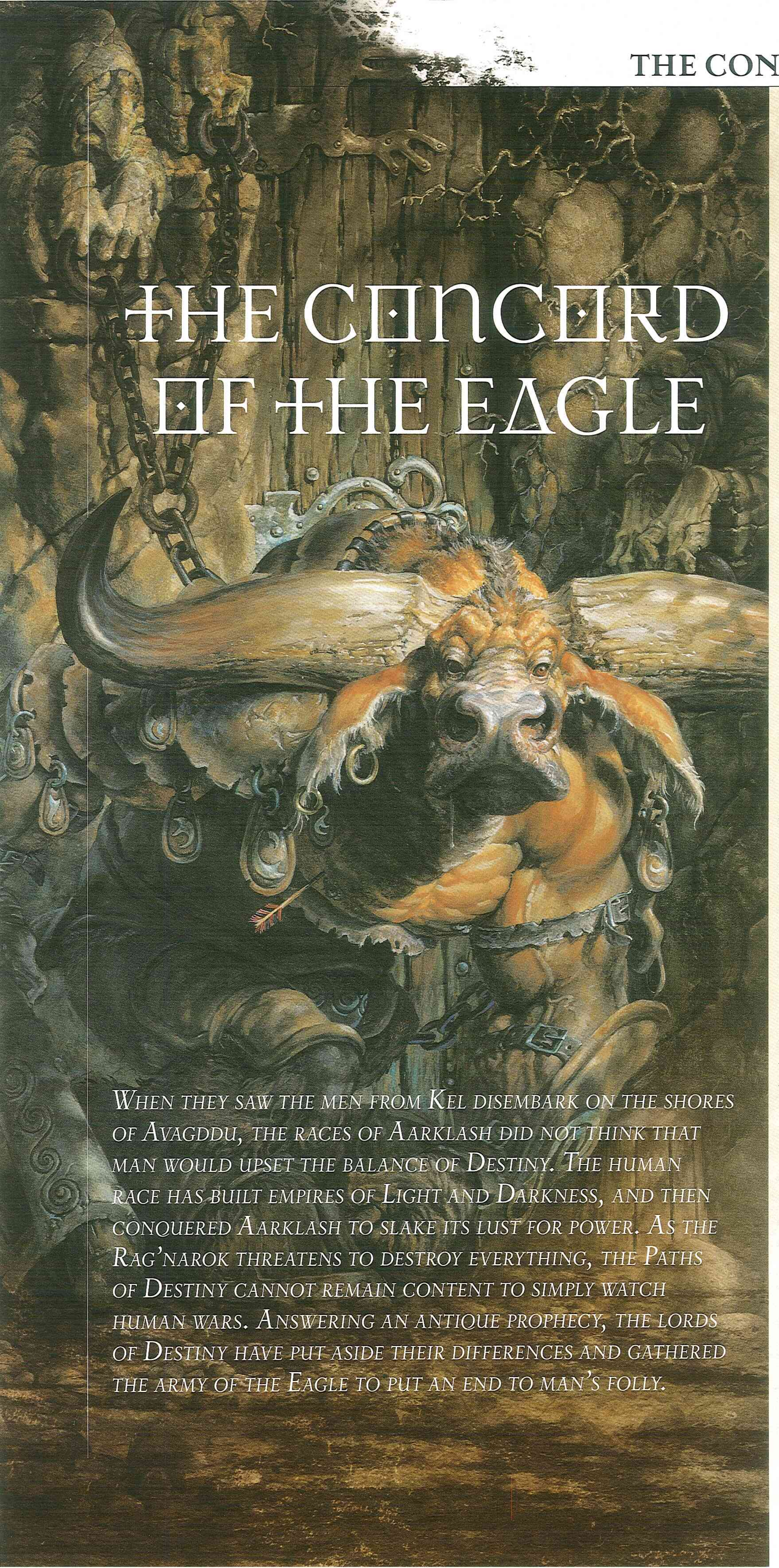
MANILIA

Blason : azure, two lions rampant combatant or.
Main gods : Arïn and Arakin.
Baron : Telior of Gabriac.
Favored allies : Griffins of Akkylannie, notably the lodge of Hod.

The barony of Minila is a land of beauty and light with a landscape which strikes the visitor straight to the soul and with an unparalleled artistic tradition. The patrons of Manilia draw some of the most talented artists of the continent. The barony is certainly not a mere haven of peace cultivating a happy and dreamy lifestyle. The military academies of Manilia are among the most reputed and the toughest in the country. The greatest Barhan tacticians come from there and the soldiers of the barony are known for their valor. This quality allows them to sustain wounds which would paralyse ordinary people out of sheer pain; it also constitutes a mystical source of inspiration which reaches beyond exemplary behaviour in combat.

Standing besides these fighters, magicians and faithful feel their power largely enhanced.

The Baron of Manilia is **Telior of Gabriac**. Duellist known all over the continent, he is a nobleman in the true sense of the word. Courteous, ever available to deal advice or a fencing lesson, he peacefully rules over the most beautiful land in Alahan. With unshakable phlegm, he watches over the artistic life of his fiefdom as much as he takes care of the training in the various military schools. He also is well able to negotiate with the austere ambassadors of Akkylanie while attending the wild feasts of the summer carnival reputed for its audacious costumes and the unrestrained orgies which ensue.



THE CONCORD OF THE EAGLE

When they saw the men from Kel disembark on the shores of Avagddu, the races of Aarklash did not think that man would upset the balance of Destiny. The human race has built empires of Light and Darkness, and then conquered Aarklash to slake its lust for power. As the Rag'narok threatens to destroy everything, the Paths of Destiny cannot remain content to simply watch human wars. Answering an antique prophecy, the lords of Destiny have put aside their differences and gathered the army of the Eagle to put an end to man's folly.

THE EAGLE'S PROPHECY

> *"Take heed, heirs of Destiny. One day will come Strangers who will ask you for shelter. Bearing in itself virtue and vice, this conquering race will give a soul to Light and to Darkness. Torn by the discord between these two Elements, it will turn against us and against itself. It will greedily claim your lands and will turn them into battlefields. Coming in search of hope, it will have naught but servitude and death to offer."*
>
> – The Eagle's prophecy

The story of the Concord of the Eagle begins on the western shores of Aarklash, when the men from Kel came ashore near Kel-An-Tiraidh. The *ogmanan* giants and the centaurs, worshippers of the earth goddess Danu and the solar god Lahn, greeted these strangers and offered them shelter, on one unique condition: that they worship Danu. The people of Kel, forced to exile by the manipulations of the gods of its homeland, categorically refused. A terrible war began, which ended only when the goddess Danu herself, unfaithful to her celestial husband, united with Cernunnos, then prince of Kel, and gave him three daughters. Centaurs, *ogmanans* and humans then formed one peaceful nation.

Lahn gave in to jealousy and became the sinister Scatâch, the Shadowy, and in turned charmed the impetuous prince. The fruit of their union was Agoth, the first formor, an extremely evil being. Cernunnos, caught off guard, fled to never be seen again. A handful of his followers left to find him, cursing the gods and their manipulations again. From that schism were born two cultures, still enemies to this day: the Sessairs, worshippers of Danu and Light, and the Drunes, worshippers of Cernunnos and Darkness.

Soon, the races present on Aarklash before the coming of men witnessed the expansion of the Sessairs throughout the Avagddu plains and the first massacres committed by the dark Drunes.

THE WARRIORS OF THE BLACK MOUNTAIN

Only one race dared stand against the growing menace: the minotaurs. The minotaurs had, in immemorial times, been given a prophecy which announced the coming of the humans and the age of steel which was to follow. This prediction had been given to them by Thunder-eagle, the messenger from the Faathi which composed the trinity of Destiny.

Alas, the struggle of the minotaurs was in vain. The bloody battles fought in the name of Destiny were not enough to contain the expansion of the humans. The minotaur archons, guardians of balance, then called upon the other races of Aarklash to join them in their hopeless mission... in vain. No one wanted to believe that the humans, split between Darkness and Light and so quick in destroying themselves, could prosper to the point of putting Destiny in danger.

The minotaurs, decimated by years of fighting, admitted their defeat and spread across Aarklash. Most mingled with the Kelts, whose emblem they soon became. Others, under the cover of being mercenaries, gave themselves up to the whims of Destiny.

The minotaur archons followed Thunder-eagle to the Black mountain, cradle of their race. There they invoked Abharûn, Asura and Nyris, oracles of the Faathi, and left for the Realm of Shenroth in a gigantic fortress floating through the air.

THE RETURN OF THE FAATHI

The centuries passed, witness to the unstoppable human expansion. The kelt tribes conquered Avagddu and gave birth to new nations bound to Light and Darkness: the Lions of Alahan, the Griffons of Akkylania, the Limbo of Acheron and the Alchemists of Dirz. The Paths of Destiny could do nothing against the humans and left their land on which empires and kingdoms were built. Everywhere, Light and Darkness imposed their rule.

Many warlords of Destiny, inspired by the faithful, now remember the prophecy of the Eagle and agree that the wars of humanity have sown discord and started the Rag'narok.

Elves, dwarves, ogres, orcs, trolls and Wolfen, along with centaurs and giants from the Horde of Murgan and a handful of goblins who have rebelled against the authority of their emperor, have gathered around the minotaurs. They have led them, in turn, to the Black mountain, north of Bran-O-Kor. There, on the Eagle's plateau, they have fulfilled the ritual of Destiny and opened Shenroth's portal, freeing the Thunder-eagle and the immortal army of the Faathi.

THE CONCORD OF THE EAGLE

The Concord of the Eagle regroups warriors of Destiny who intend to keep humanity from consuming Aarklash. These warriors are willing to do anything to restore the elemental balance. Their army comes from both Aarklash and Shenroth.

Relations between these two communities are handled by the minotaurs, who have prospered on both sides of the portal of the Black mountain. The archons have good relations with their descendants born on Aarklash.

THE EAGLE OF AARKLASH

The warriors native to Aarklash have decided to put aside their differences in the name of a common cause. Some, like the dwarves or the Wolfen, come from races who were there before the coming of man. Others, like the orcs, have appeared as the ages went by. Yet others, like the centaurs and the *ogmanan* giants, have seen their culture absorbed or destroyed by human civilization and see in the Concord of the Eagle a way to avenge their ancestors.

Under the tutoring of the archons and the oracles of the Faathi, the warriors of the Eagle have learned shen, the language of Shenroth, to communicate efficiently before and during the battle.

The Concord is led by a war staff composed of Asthenas, a centaur knight raised following Dracynrän traditions, Norrstrom, a mountain giant from Naël-Tarn, Khulrûn, rebel raïk from the Sarkaï tribe, and Gurath, the minotaur, Hurricane of the Black mountain. These warlords regularly meet with Velkanos, leader of the Horde of Murgan, but are never able to convince him to join them for good.

THE EAGLE OF SHENROTH

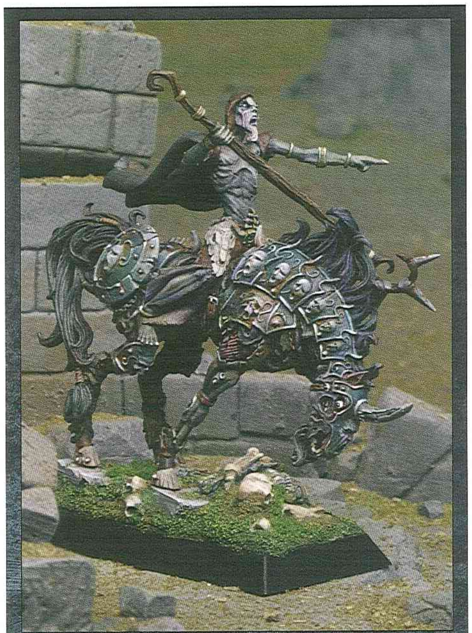
The army from Shenroth is much smaller, but just as varied as the one from Aarklash. It is composed of Immortals united under the authority of three beings of great power: the Thunder-eagle and his two oracles, Abharûn and Nyris. The minotaur archons form the personal guard of these princes from Shenroth and loyally serve the cause of the Faathi.

Since the beginning of the Rag'narok, the balance of natural forces is in peril. As time went by, the army of Shenroth has rallied many elemental beings from conquered or devastated Realms. These past few years, their number has kept increasing.

Shenroth is a suspended world made up of many small "isles" of various sizes floating in a sky of ever-changing colors. The flying lands of Shenroth are linked to one another by elemental portals which look like vortexes. The army of the Faathi has always moved about Shenroth by use of Abharûn 's flying fortress.

FIRST BATTLES

The flight of the Thunder-eagle has announced the Concord's entrance into the war. The armies of the Faathi are already engaged in a great battle against the Possessed of the Abyss who infest the areas near Fom-Nur and the Red oak forest. Abharûn's legion, flying over Bran-Ô-Kor, has annihilated many Akkylannian outposts and is heading to the south to give a hand to the Thunder riders against the Syharhalnian army.



THE FALLEN ORACLE

Centuries of fighting have not spared the army of Shenroth. It has lost one of its oracles, Asura, during a war in the dark Realm of Phobos. Left for dead on the battlefield, Asura lost his reason and the temptations of the power of Darkness submerged him. He returned to Aarklash when the archmage Kaïan Draghost opened the portal to Phobos. Asura then became Asura of Sarlath, Father of one of the dark houses of Acheron.

The fallen oracle has sensed the presence of his brothers (and vice-versa) during the ritual of Destiny. The flying fortress of the house of Sarlath, recently torn from the ground of Acheron (see Cry Havok 06) will eventually cross paths with Abharûn's. The resulting battle will be terrible!

PLAYING THE CONCORD OF THE EAGLE

THE CONCORD OF THE EAGLE

Totem : Eagle
Capital : The Realm of Shenroth
Alignment : Paths of Destiny
Alliances : The Paths of Destiny and Sessairs kelt (Horde of Murgan only)
Cult : The Faathi, the trinity of Destiny
Primary element of the magicians : Special.

WARRIORS OF THE CONCORD OF THE EAGLE

The following rules are for these cards: Warrior of the Faathi and Archon of the Faathi.

Warrior of the Faathi

Left on their own, the warriors of the Faathi are robust warriors. Undisciplined, they have a tendency to attack anything which they feel doesn't belong to the natural order of things. They unquestioningly obey the lords of Destiny, and, under their orders, are a fearsome army.

The brute power of the warriors of the Faathi can be represented by very muscular figurines with bestial poses, such as orcs or spasm warriors. They are of medium size and stand on infantry bases (25 x 25 mm).

Archon of the Faathi

The archons of the Faathi are minotaurs tasked by the assembly of Destiny to watch over the balance of the world. They are better equipped and stronger than kelt minotaurs, who they claim are their descendants.

During army constitution, the player may put 1 point in either Creation or Destruction of each of his Archons of the Faathi.

The chosen aspect awakens certain powers in the archon :

- Creation: Sentinel. The archon gains Consciousness. He can spend up to 3 T.F. during his activation. His INI is increased by as many points until the end of the turn.
- Destruction: Exterminator. Until the end of the game, the archon gains Iconoclast and his faith radius is increased by 2.5 cm. These changes are considered as written on his card. He can spend up to 3 T.F. during his activation. His RES is increased by as many points until the end of turn.

Rag'Narok® : Every archon of the Faathi in a Unit must have the same Aspect values.

RECRUITING A WARRIOR FROM THE ARMY

The warriors with the mention "of the Eagle" in their rank do not need to be associated with the Eagle. They belong *de facto* to the army. The information written on their cards do not change.

An army of the Eagle may also have warriors from many different origins (Sessair kelts, defenders of Tir-Na-Bor, etc.); they must be associated to the Eagle before they are added to the army. They then use the following rules.

- They gain Resolution/1 (or +1 to their Resolution/X value for those who already had this skill). Their Strategic value is consequently increased (see list below)

- The mention of their original race (dwarf, Kelt, etc.), which was indicated in their rank or name, is replaced by "of the Eagle". They lose the "Sessairs clan" skill if they had it.

- Their rank (Irregular, Veteran, Elite, etc.) may change (see list below).

- Characters are subject to the rules from the "Incarnation of the Eagle" section.

- Faithful are subject to the rules from the "Divination of the Eagle" section.

- Magicians are subject to the rules from the "Incantation of the Eagle" section.

Example : *A Sessair minotaur with a rank of "Kelt Creature" becomes a minotaur of the Eagle with a rank of "Creature of the Eagle".*

Incarnation of the Eagle

The rules of this section are applied to Characters from other races that are associated to the Eagle.

- Their names change. Even though they have the same characteristics, they aren't the same Characters. They lose Personal enemy/X, Bane/X and Blood brother/X if they had these skills.
- They no longer have access to the artifacts, special skills, miracles, spells, communions and rituals reserved to the original Character.
- They no longer belong to their caste of origin..

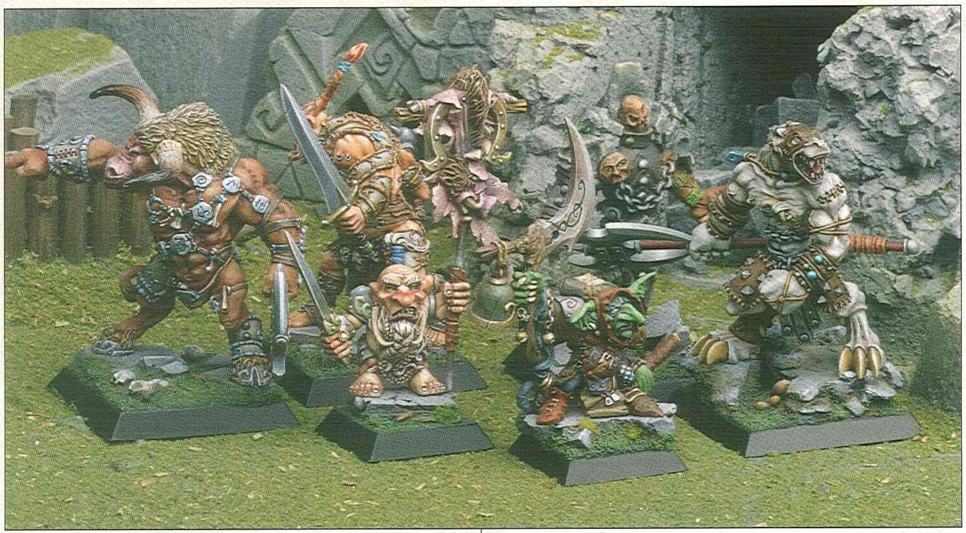
Example : *The player chooses to associate Pilzenbhir, defender of the plains, to the concord of the Eagle. He changes the name of the champion by another of his choice. The Character loses Bane/Dwarves of Mid-Nor, does not have access to the artifacts reserved to Pilzenbhir and is no longer a defender of the plains.*

Divination of the Eagle

Faithful from other races who are associated to the Eagle keep their rank (Devout, Zealot, etc.) but lose their cult, their faith aura and the "Iconoclast" skill if they had it. Instead, they are subject to the following rules.

- **Cult of the Faathi:** The faithful associated to the Eagle gain the skill "Faithful of the Faathi/X". The X value (representing the aura of faith) varies according to their rank: Devout 10, Zealot 15 and Dean 15. The Zealot and Dean Warrior-monks have an aura of 12.5 cm instead of 15.

The faithful of the Eagle have access to miracles and communions of the Universal cult, Paths of Destiny and Faathi.



SERVANTS OF THE FAATHI

The player may designate a servant of the Faathi in his army before an Initiative, Attack, Defense or Courage test made by one of his warriors within (even partially) 10 cm of him/in the same Unit as him (depending on the game). It can be the servant himself.

The servant of the Faathi can spend up to 5 T.F. before the test. The final result of the test is increased by as many points. "1" remains a failure.

A warrior cannot benefit from this ability more than once per round.

Rag'Narok® : Only Independent servants of the Faathi may use this ability.

- **Servants of the Faathi :** The Warrior-monks lose the special ability and miracles reserved to their original caste (example: "The children of Rat" card for the goblin prophets). Instead, they benefit from the rule for the servants of the Faathi.

INCANTATION OF THE EAGLE

Mages from other cultures who are associated to the Eagle keep their rank (Initiate, Adept, etc.), but lose the Elements and paths they have mastered. Instead, they are subject to the following rules.

- **Eagle's magic:** The mages who have sworn fealty to the Eagle gain the path of shamanism. During the constitution of the armies, the player selects X Elements from the following list for each of the magicians of the Eagle of his camp: Air, Water, Fire and Earth. X depends on the rank of the magician: Initiate 1, Adept 2 and Master 3.

The magician of the Eagle therefore has access to the spells and rituals of primagic, Elemental paths and shamanism.

- **Disciple of the Eagle:** The Warrior-mages lose their special ability and spells reserves to their original caste (example: "The Tir-Na-Bor lithomancers" for the lithomancers). Instead, they benefit from the rule of the disciples of the Eagle.

SWEARING FEALTY TO THE CONCORD OF THE EAGLE

The following list presents warriors who can join an army of the Eagle (according to the above rules).

They are sorted according to their rank in the army of the Eagle. If there is a contradiction between the rank written on their card and the rank below, the rank listed below take precedence.

These warriors gain Resolution/1. Those who already have this skill raise the X value by a point. The new Strategic value is indicated after their name.

THE DISCIPLES OF THE EAGLE

The disciples of the Eagle have realized that Light and Darkness manipulate Air, Water, Fire and Earth for their own purposes. Resolved to maintain elemental balance, they have developed skills which allow them to channel the raw power of mana to counter magical influences.

Elementals from the four Primordial Elements are their most faithful allies and support them in combat.

The disciples of the Eagle can absorb enemy spells with any type of gems, no matter what Elements are used by the absorbed spell.

The disciples of the Eagle gain a +1 to the final result of their Power test (max: +3) per Air, Water, Fire or Earth Elemental in their army. The presence of familiars gives no bonuses

REGULARS OF THE EAGLE

Sylvan Animæ (17 A.P.)
Dwarven crossbowmen (15 A.P.)
Orc crossbowmen (19 A.P.)
Boor on Razorback (17 A.P.)
Orc Brute (22 A.P.)
Soldier of the plains (12 A.P.)
Brute standard (22 A.P.)
Soldier of the plains standard (16 A.P.)
Soldier of the plains musician (16 A.P.)
Brute musician (22 A.P.)
Brognir (Character) (48 A.P.)
Kahinir the Savage (Character) (48 A.P.)
Rantakh (Character) (66 A.P.)

ELITE OF THE EAGLE

Centaur archers (40 A.P.)
Giant barbarian (35 A.P.)
Celt Centaur (38 A.P.) (any but Murgan profile)
Son of Ogmios (61 A.P.)
Wolfen Fang Warrior (32 A.P.)
Wolfen Great Fang (40 A.P.)
Drune Minotaure (64 A.P.)
Sessair Minotaur (62 A.P.)
Baal the Conqueror (Second Incarnation, Character) (148 A.P.)
Bragh-An-Scathar (Character) (95 A.P.)
Pilzenbhir (Second Incarnation, Character) (113 A.P.)

CREATURES OF THE EAGLE

Elementals of Air, Water, Fire and Earth (80 A.P.)
Mountain warrior (159 A.P.)
Mercenary Ogre (56 A.P.)
Firebrand Ogre (93 A.P.)
War troll (73 A.P.) (cannot be equipped witha Vigil Amphora)
Black troll (84 A.P.)

WARRIOR-MAGES OF THE EAGLE

Lithomancer of Tir-Nâ-Bor (30 A.P.)
Wolfen Lonewolf 1 (53 A.P.)
Wolfen Lonewolf 2 (42 A.P.)

CHARACTER MAGES OF THE EAGLE

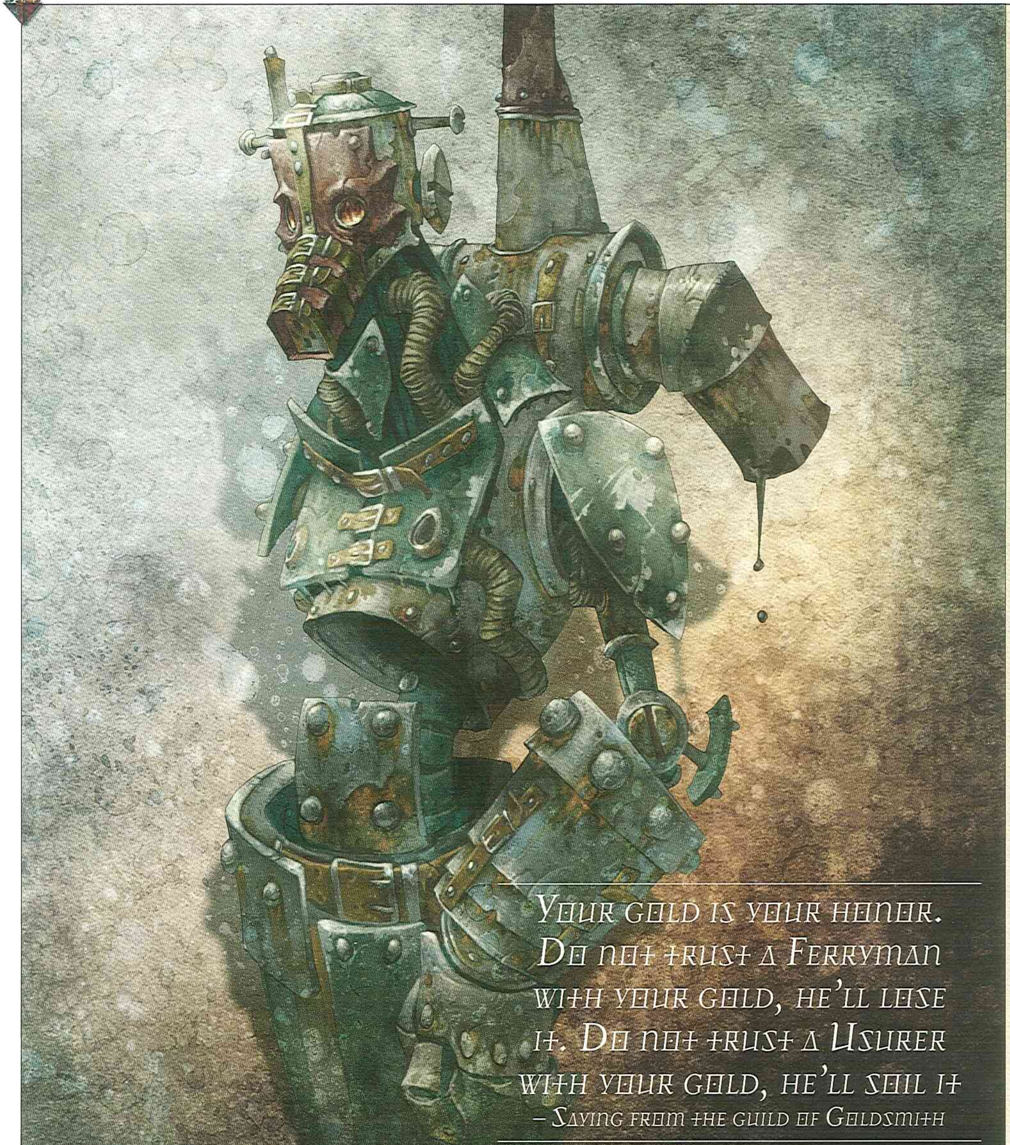
Gidzzit the Bell Ringer (25 A.P.) (First Incarnation, Initiate)
Bal-Torg the Elder (40 A.P.) (First Incarnation, Initiate)
Magnus the Mystical (70 A.P.) (Adept)

WARRIOR-MONKS OF THE EAGLE

Provost of Uren (29 A.P.) (Devout)
Goblin prophet (20 A.P.) (Devout; Reinforcement is replaced by Survival instinct)

FAITHFUL CHARACTERS OF THE EAGLE

Elghir the Resolute (31 A.P.) (Devout)
Xherus the Visionary (22 A.P.) (Devout)



Your gold is your honor. Do not trust a Ferryman with your gold, he'll lose it. Do not trust a Usurer with your gold, he'll soil it

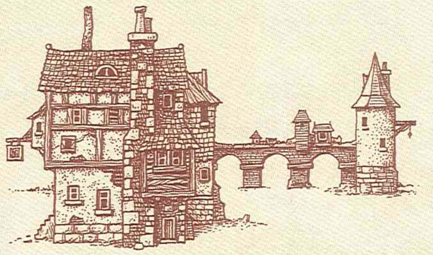
– Saying from the guild of Goldsmith

THE GUILD OF GOLDSMITH

Since its founding by the Dogs of war, Cadwallon has, with great pride, never ceased to display its independence, to other nations at first, then to the Rag'narok. In these troubled times, the Jewel of Lanever is a safe haven for all refugees, for all those who flee from war and its lot of blood and misery. Yet there exists in Cadwallon organizations which have decided to make ambiguous alliances with the various nations, to participate in the events which shape Aarklash. They are the guilds.

Everywhere on the continent, when people speak of the guilds of Cadwallon, those who come to mind are only the seven most famous: the Architects, the Cartomancers, the Blades, the Ferrymen, the Goldsmiths, the Usurers and the Thieves. In Cadwallon, these are called higher guilds and have access to astounding resources, an influence which reaches way beyond their city of origin and have private troops always ready to defend their interests.

THE HISTORY OF THE GOLDSMITHS



THE GOLDEN RULE

832: *The battle of the Wall of Earth saw the accursed legions of Sophet Drahas and Vanius' Dogs of war fighting for possession of Cadwallon. The latter won the battle and immediately declared the independence of the city.*

In the years following the battle of the Wall of Earth, an amount of refugees, the likes of which had never been seen before, came to the gates of Cadwallon, seeking a better life in the city. Every race and all cultures mingled in a crucible rich with possibilities - Cadwallon quickly rose from its ashes. Buildings were built overnight on top of the city's ancient foundations and its fiefdoms were soon filled with life.

Merchants impatient to start exerting their influence on the city's economy and contractors eager to exploit its underground riches soon followed the stateless and the exiles. The Jewel of Lanever became a stop on the western trade routes. Trading posts multiplied and, with them, so did the revenue sources.

The constant trickling in of foreign coin soon prompted conversion problems and the exchange of currencies became a market in itself. However, as this activity was not subject to any rules, each trader applied the standard rules which were in use in his home country. Implicit rules of an incredible complexity spread from fiefdom to fiefdom, giving rise to corruption and swindles. Many scandals broke out and financial conflicts degenerated into bloody settling of debts.

Conscious of the danger caused by these troubles to the reputation and the economy of Cadwallon, a handful of artisans gathered to form the Goldsmiths Guild. With the blessing of the Duke and many peers, these men put aside the diverging interests of the minting nations to return to the ancestral rules of their professions. They proposed the Golden rule, a conversion rate based on the quantity of precious metal found in each coin.

The Golden rule, even though officious, found a favorable home amidst many of the more influent merchants of the city. It became easier to detect frauds and transactions with other nations started anew, this time on healthy basis. The Duke then acted and turned usage into law, as he saw in the Golden rule a chance of creating the Cadwë currency he had dreamed of for so long.

843 : *By decree, Duke Vanius reserves the right to mint the ducat, the currency of Cadwallon. Its value, set by the Golden rule, is now used as a standard for the exchange of currencies in the City of thieves.*

Vanius gave the Goldsmiths' guild the task of coining the city's currency. The artisans drew the precious metal from their reserves, melted it and worked it. The first ducat was offered to Vanius during an official ceremony. In his speech, the Duke recognized the role the wise artisans had played in the political and economic future of the city. The Goldsmiths' guild, having gained sudden prestige, became the first of the higher guild that day.

THE REIGN OF THE DUCAT

Each time its crest was placed on a store sign, the Goldsmiths' guild were guaranteed a regular income thanks to the tax. True manna for the city's treasury, they established their headquarters as near to the center of power as possible, in the upper city. The synedrion, central building of the guild, still stands proudly within the ducal enclave.

The ducat gave an identity to Cadwallon's economy. To have the approval of the Goldsmiths quickly became a guarantee of safe trade. Because of this, the guild's effectives were reinforced by the arrival of a large number of merchants within their ranks. They gladly entrusted their old gold reserves to the ducat, which started to spread beyond the city walls and impose itself as a reference currency in economical unstable regions.

The Goldsmiths quickly saw the power within their grasp. The starting reign of the ducat and the prestige of their guild were giving them enough influence to bend the laws of commerce to their will. By acting with subtlety, the guild could generate astronomical benefit!

Each trade bound to the Goldsmiths wrote a convention which defined its methods of production and competition rules. The whole of the conventions soon made the Goldsmiths' codex, a monumental work of many hundred tomes in perpetual revision. To this day, the rules of the codex and its variants are applied in every trading nation of Aarklash.

As the decades went by, the influence of artisans within the guild decreased. Thanks to their omnipresent codex, the Goldsmiths not only controlled the creation and going rate of the ducat, but the entire economy of Cadwallon. The power slowly shifted from those who manipulated the precious metal to the hands who manipulated the currencies. The laws of craftsmanship and trade made way to those of commerce.

893 : *The Goldsmiths' guild creates the Jewelers' guild. It regroups the artisans who specialize in working precious material: diamond traders, gem crafters, glass workers, etc.*

THE GOLDSMITHS DURING THE AGE OF DARKNESS

THE LAW OF THE RICHEST

The Goldsmiths guild has been in control of the merchant companies of Cadwallon for a long time. It has created a tentacular entity composed of hundreds of shops and trades, headed by the administrative, financial and legal elite of the synedrion. The roles it has in the daily life of Cadwallon are multiple.

The Goldsmiths guild is first and foremost a centralizing and control organism. None can own a store without having received the guilds authorization first, as it takes care of the administration of creating new store signs or the passing on of existing ones. Observers from the Goldsmiths often visit different establishments to insure the good use of the codex, and, if need be, updating its rules so that they correspond with the reality of technological advances and new work techniques.

The guild also presents itself as an omnipresent financial complex. Its accountants have permanent control over the treasury of businesses bound to the Goldsmiths. Starting from declared, controlled and validated revenues, the preceptors tax the transaction benefits. Part of these taxes are deposited in the safes of the guild, the rest goes to the ducal treasury. As commerce is the main source of revenue in Cadwallon, it is easy to guess that the contribution of the Goldsmiths to the finances of the city is much greater than that of other guilds, which grants this organization a major economic weight.

Finally, the guild of Goldsmiths has an important political role. Its leaders are, above all, traders, and know better than anyone the importance of trust in negotiations. Since the founding of the guild, they have done everything to be perceived as loyal and trustworthy to the ducal authorities, no matter the political view of these authorities.

This unshakeable loyalty and the financial power of the guild has allowed the Goldsmiths to take a capital place in the council of guilds and to arbiter many political decisions in the City of thieves. Plotters often amuse themselves by giving the Grand-Master of the guild of Goldsmiths the title of chamberlain, as it is not rare for the Duke to receive the envoy of the guild for private meetings regarding crucial matters.

ENEMY GUILDS

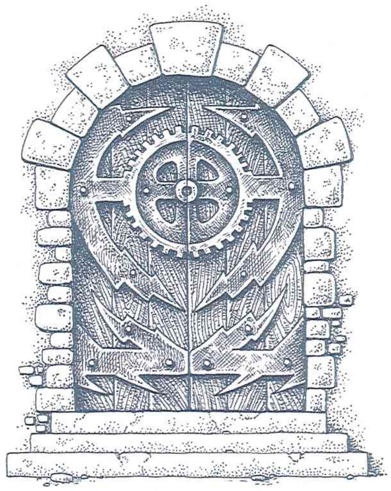
The power and the prestige of the Goldsmiths have caused much jealousy, starting with the Ferrymen and the Usurers.

The Goldsmiths have a ferocious rivalry with the Ferrymen, the masters of transport in Cadwallon. The activities of both guilds are inextricably bound and numerous conflicts arise on matters of tariffs, field of competence and authority. Cadwë industry has been paralyzed numerous times by the merciless war which pits both guilds against one another. Many merchants whose activities depend on the transport of goods and people use the disparities of the codex of both guilds daily in order to defer the payment of their taxes.

To avoid having to depend on the Ferrymen to transport their goods, the Goldsmiths' have created their own transport company. The armored chariots proudly bearing the crest of the guild are escorted by the warriors of the Howling pack, Wolfen pariahs based in Cadwallon and in the nearby woods. This show of aggressiveness and power is intimidating enough to clear the streets the convoys use. Thus no Thief or Ferrymen ever tries to stop the transport of the guild's gold.

The other enemy of the Goldsmiths is the sulfurous Usurers' guild, whose practices, bordering dishonesty, are judged as unworthy by the notables of the synedrion. Nothing, in appearance, seems to stand between the two guilds, and the war is silent yet destructive. Both organizations are fighting for Cadwallon's gold. The Usurers, in fact, lend money to the poor so that they can buy goods made by the Goldsmiths' artisans. No one knows what evil spells the Usurers used to gain this miserable money, but how they get it back is known: their price is tears and blood. The Goldsmiths cannot stand this dark mystery and the lack of morals of their competitors and do everything they can to "purify", as they say themselves, the precious gold.

The guild is burdened with jealousy and paranoia when its eminences bring up the danger represented by the Usurers and their secret accounting, free from any control... especially theirs. The Usurers show a good face and use a reassuring speech against these accusations. Yet, as time passed by, they have been able to take two essential privileges away from the Goldsmiths: the exclusivity of currency exchange, important political lever of the Cadwë economy, and the conception of safes.



DAREHVAN: THE PHILOSOPHER'S STONE

Darehvan, a Cadwë dwarf born from parents who left Tir-Nâ-Bor, currently occupies the seat of the Goldsmiths at the council of the guilds. The traditions of the Ægis gave him great rigor and pragmatism, while Cadwallon has taught him ambition and thirst for power.

Once at adult age, Darehvan took over his father's modest clock making shop and slowly turned it into a factory through wise partnerships with engineers from his parent's native land. This collaboration allowed Darehvan's creations to conquer many markets, particularly those which required a clockmaker's precision and the power of steam: port activities, printing and building construction. Darehvan's machines, big and small, have been sold as far as Akkylannie.

His contribution to the commercial activities of the city have made Darehvan very rich and helped his rise among the Goldsmiths' guild. He quickly combined profit and humanism by buying back the debts his unlucky colleagues may have contracted from the Usurers, under condition, of course, that his voice be heard at their council.

Having become an influent and respected Goldsmith, Darehvan naturally gained access to the highest responsibilities in the synedrion, and then quickly became the Grand Master of the guild.

Darehvan's iron will and ruse alone breathe life into the meetings of the Council of Guilds. Feigning frankness, he does not hesitate to put aside his responsibilities and give his thoughts on all subjects broached in his presence, as long as he believes them to be better – which they often are. This skill at creating a controlled discord and place all merit on his sole person illustrates wonderfully the charisma of this character.

Darehvan has strengthened the bonds which unite the guild of Goldsmiths to the Howling pack. The Wolfen chief Agyar often goes with him in his travels. The animal instinct of this atypical bodyguard serves the interests of the grand master in his negotiations – Agyar can make anyone uncomfortable and deciphers body language as only a wolf can. The wily dwarf also gives his seal to Agyar so that he may take care of important tasks in his name, much to the sorrow of the guild's administrators.

Darehvan is also behind the Knox project. He has used many resources and called on all the favors he was owed to create constructs able to watch over the guild's safes. Guardians who do not eat, sleep or desire gold. Darehvan's factories have thus assembled about thirty Incorruptible, highly advanced and particularly agile constructs, showing great strength. He has also supervised the construction of five Knox, true mobile artillery platforms in which precious materials can be stored. If the tests are conclusive, Darehvan will have mass production, at the cost of the guild, voted by the council.

Some Goldsmiths have trouble accepting the fact that their Grand Master gives his trust more easily to Wolfen or machines than to his guild members. One of the members of the guild, the financer Lineth, has been so worried about it that he has called upon a free league to discreetly investigate Darehvan's activities. After more than a year of subterfuge and intrigue, the free leaguers have been able to secretly enter the dwarf's private apartments. There, they have found mysterious artifacts, ancient dwarven relics and canopy dolls, as well as a very complete occult library. According to their finds, Darehvan doesn't owe his immense fortune to his talent alone. This confidential information has not been revealed yet and Lineth still hesitates on how he should use it.

PLAYING THE GOLDSMITHS' GUILD

The rules below are for these two reference cards: Incorruptible and Knox battle tank.

GENERAL RULES

The following rules are taken from the Guilds of Cadwallon card.

The warriors of the Free city are either part of the militia, or members from one of the guilds which rule over the city. They can be played in two ways.

AS AN ARMY FROM CADWALLON

If the main body of the army is from Cadwallon, any Cadwallon warrior can be fielded, whether his rank states he is from the "Militia" or from a guild. A Cadwallon army cannot have any Allies. It can however hire Mercenaries in the conditions described in the rules. In that sort of army, Mercenary warriors from Cadwallon are counted as part of the militia.

AS AN ALLY

To play Cadwallon troops as allies to another army, their guild of origin must be selected, and must be able to ally to the army in question. An army can only call upon a single guild as an Ally at any time, and at least one warrior from that army must be fielded. The rest of the Cadwallon troops may then be selected from the warriors available to the chosen guild or from the militia.

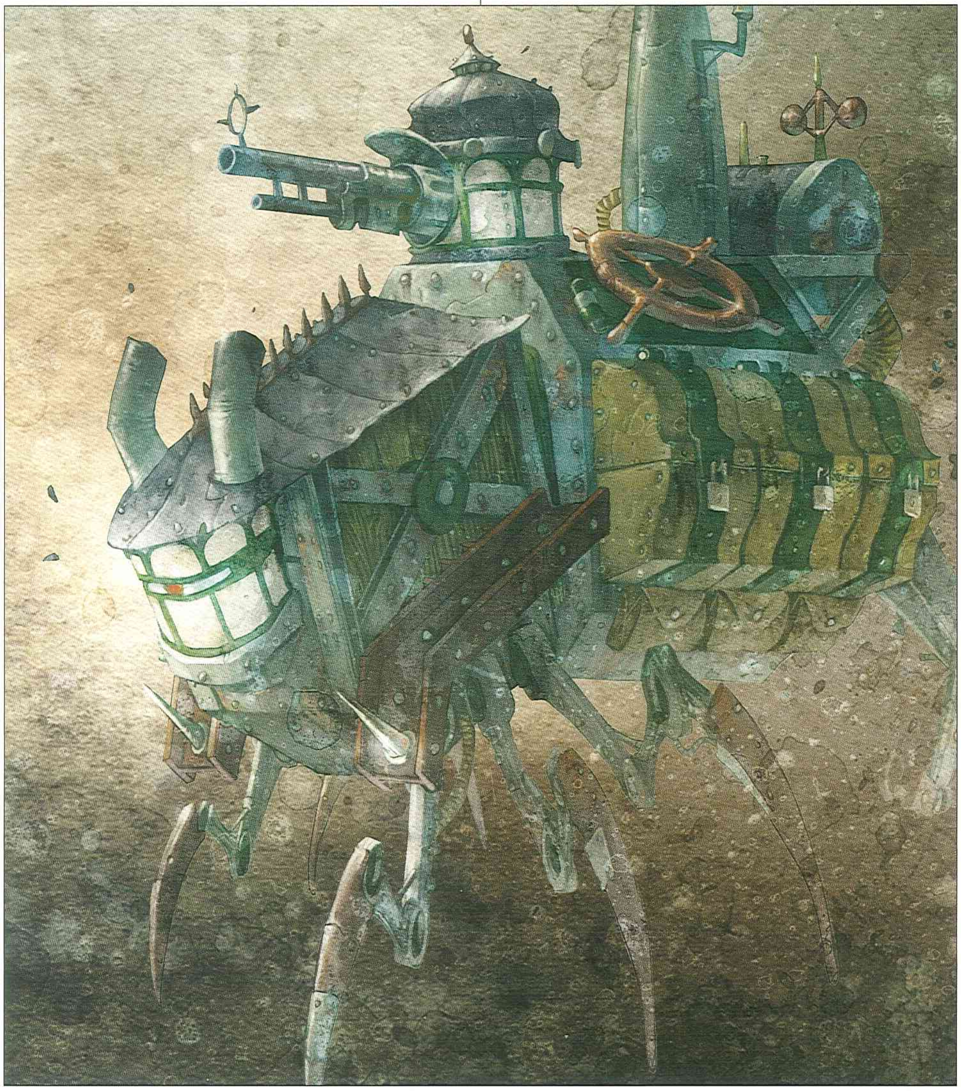
No matter how the warriors are fielded, the army creation rules from *Confrontation®* and *Rag'Narok®* apply.

THE GOLDSMITHS GUILD

Alliances : Limbo of Acheron, Empire of the Scorpion, Rats of No-Dan-Kar, Empire of Akkylannie, Kingdom of Alahan, Defenders of Tir-Nâ-Bor, Children of Yllia (Howling pack only).

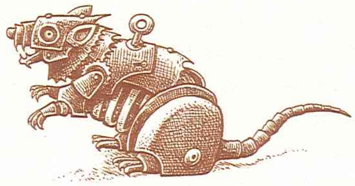
Primary element : Earth.

Forbidden element : Fire.



GOLDSMITH GUARD

Any Cadwë militiaman can become a Goldsmith guard for +2 A.P. He gains +1 STR, +1 RES and "Goldsmiths Guild" is added to his rank. These are considered as written on his card.



THE INCORRUPTIBLE

The incorruptible gain an extra die for their first Wound roll if, during their activation, they have charged an enemy warrior within (even partially) 10 cm of a Knox battle tank or a friendly Character. The player uses the result he) prefers to determine the level of the Wound roll.

This capacity has no effect if the incorruptible benefit from the "Assassin" ability.

THE KNOX BATTLE TANK

Autocannon : The Knox battle tanks are able to shoot perforating shells or volleys of three projectiles. The choice of one or the other modes of fire is declared during the activation of each Knox battle tank in the army.

•Perforating shells: The Knox gains the mention "Light artillery" until the end of the turn.

• Volley fire: The Knox loses Harassment until the end of the turn. It can fire up to three times during its activation, on one target or several targets. The player applies the corresponding penalty to the final results of the Knox battle tank's AIM test until the end of the turn :

One shot: No penalty

Two shots: -1

Three shots: -2

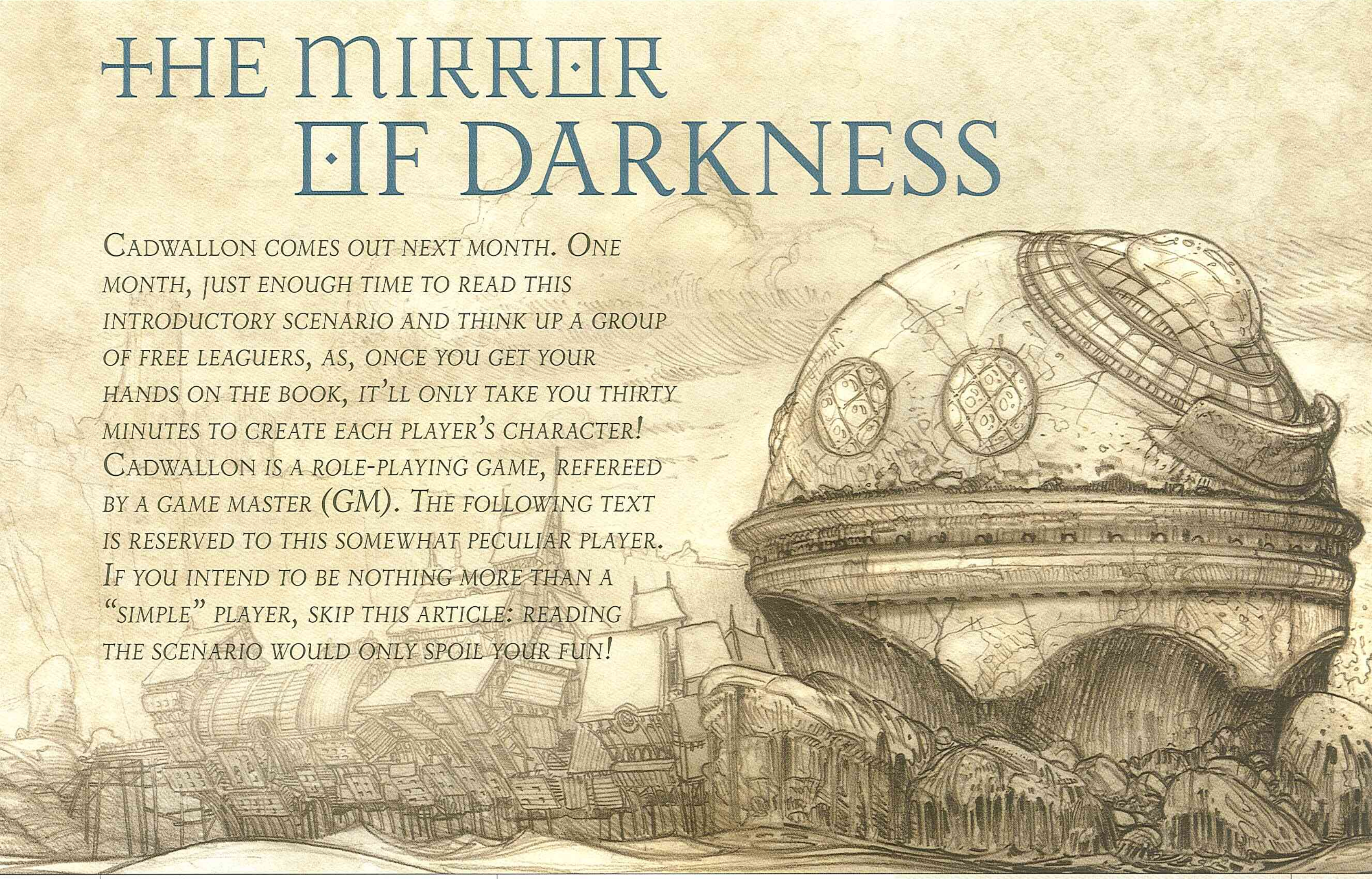
The targets are designated before the resolution of the tests. The shots are resolved one after the other, and if a shot eliminates a target, the following shots on the same target are lost.

Rag'Narok® : All the Knox battle tanks in a unit must use the same firing mode.

Remote guidance : The Knox battle tanks may become Leaders in Rag'Narok® for an extra cost of 10 A.P. They may only lead Units of Goldsmiths' Constructs.

The Knox battle tanks may not become servants of a war machine.

THE MIRROR OF DARKNESS



CADWALLON COMES OUT NEXT MONTH. ONE MONTH, JUST ENOUGH TIME TO READ THIS INTRODUCTORY SCENARIO AND THINK UP A GROUP OF FREE LEAGUERS, AS, ONCE YOU GET YOUR HANDS ON THE BOOK, IT'LL ONLY TAKE YOU THIRTY MINUTES TO CREATE EACH PLAYER'S CHARACTER! CADWALLON IS A ROLE-PLAYING GAME, REFEREED BY A GAME MASTER (GM). THE FOLLOWING TEXT IS RESERVED TO THIS SOMEWHAT PECULIAR PLAYER. IF YOU INTEND TO BE NOTHING MORE THAN A "SIMPLE" PLAYER, SKIP THIS ARTICLE: READING THE SCENARIO WOULD ONLY SPOIL YOUR FUN!

THE PLOT

Gualdenis is a Miscreant from the Soma fiefdom who lives off theft and racket. As the years passed, he specialized in the looting of the city's underground areas. Luck and a certain taste for the morbid have brought artifacts from the Meanders of Darkness to his attention. Thus, he has built a network of contacts with the Acheronian and the Syhar, searching the subterranean passages for them

Little over a month ago, Gualdenis found a titanic dragon scale, as well as an altar dedicated to Salaüel and a few heretical texts. He brought back the scale and the books to his house, and fascinated by the power and horror of these archeological treasures, he has studied them in depth and turned to the cult of the Abyss. All the while keeping up his profitable trade, he has converted his accomplices to his new faith and relentlessly reads through the tomes, hoping to find a way to contact his master, Salaüel. Fearful of losing his precious treasure, Gualdenis has avoided getting into contact with any other faithful of the dark god.

A short while before the start of this scenario, Salias Yesod, visiting Cadwallon, learned that Gualdenis owned a genetic sample from a very rare creature. Wanting to remain discrete, the Syhar has sent a number of go-betweens negotiate with Gualdenis, but his men all came back in a sorry state, traumatized by the henchman of Darkness. Yesod then decided to call on free leaguers...

GAMING OBJECTIVES

The mission of the PC's league is to get the sample coveted by Salias Yesod. The free leaguers may start their investigation in Gualdenis' neighborhood, in order to find his house and maybe learn more about the failure of their employer's middlemen.

When they knock at Gualdenis' house, they are confronted by the miscreant's acolytes, who stubbornly refuse to open. The choice of getting past this obstacle by finesse or brute strength is left to the free leaguers!

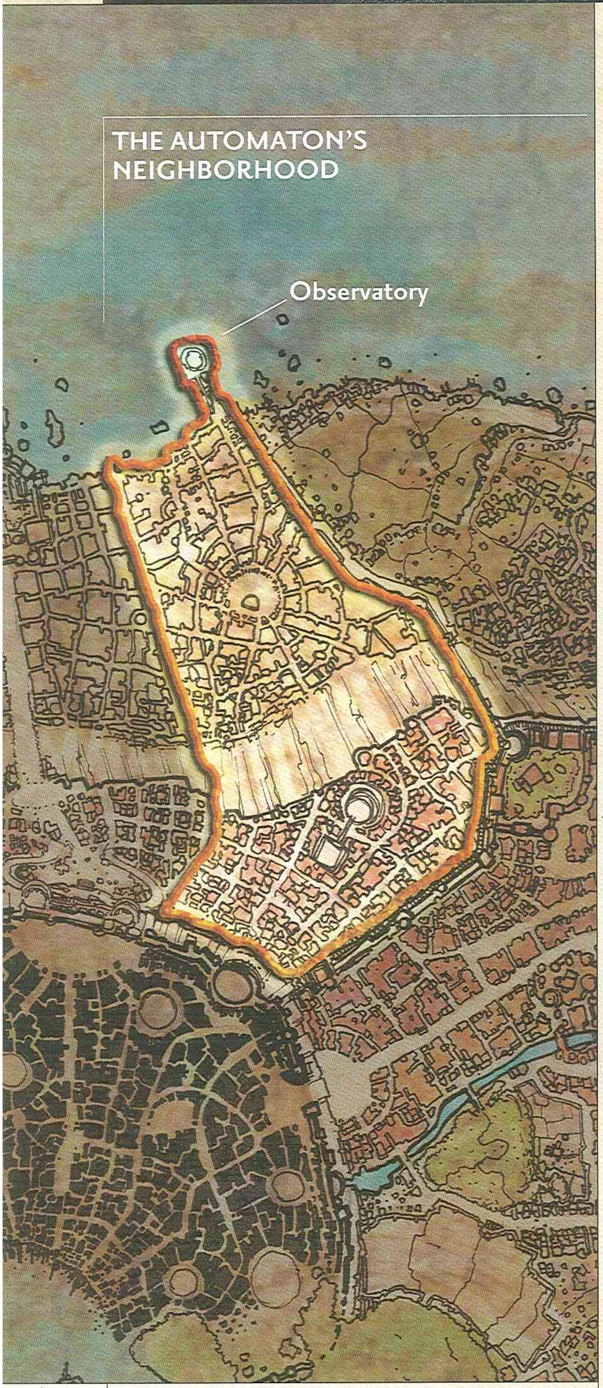
No matter their choice, the league ends up discovering Gualdenis' cellar, transformed into an underground complex. The genetic sample coveted by Yesod is found there.

The PC are eventually confronted by Gualdenis, who has no other choice than to awaken the artifact's power. This desperate action causes a magical catastrophe and opens a portal of Darkness in the cellar. Undead immediately enter the gateway and invade the area – unless they are particularly fearless or lucky, the free leaguers have no other choice than to flee Gualdenis' lair, with or without Salias Yesod's alchemical item.

On the street, they find the neighborhood in a state of panic and the militiamen desperately trying to maintain public order. According to the Threat level at that time, the free leaguers can flee and hand the genetic sample to the biopsist or end up in the militia's jail. In any case, their adventures are only just beginning.

SETTING THE MOOD

Lahn shines on this beautiful day. As you cross the Automaton's fiefdom towards the sea, the sea breeze carries a soft salty smell, which almost covers the stench of the lower city. This day promises to be even nicer, as your money problems might be at an end. An important visitor requires the help of fearless people in exchange for a large sum of money. No doubt about it: you're fearless and in need of ducats. As you see the giant sphere of the Observatory, you hope that the stars will favor you and your purse!



The PC arrive at their meeting point near the Observatory, in the Automaton's fiefdom. A contact chosen by the GM has informed the league of this contract. If one of the PC has Salias Yesod as a contact, he has been directly contacted by the Syhar (the free leaguers therefore know the identity of their future employer).

A man dressed like a traveler from the desert, hairless and bald, greets the PC. The man leads them around the Observatory to an inn and leaves them a few moments, to announce them to his master. The servant comes back a few minutes later and takes them to the door of a room on the first floor. The PC are then led by a second man, **perfectly identical to the first**, to meet Salias Yesod. Once the introductions are over, the Syhar undoes his mask and speaks to them.

— I suppose that if you're here, it's because you're willing to help me. You see, I require an efficient unit for a routine mission.

Salias looks you over like a butcher would inspect pieces of meat.

— I want to acquire a valuable object owned by a man living here. Unfortunately, every team I've sent to negotiate came back empty-handed. I've since gained the certainty that this individual has a counter-productive behavior and this imperfection must be corrected.

The biopsist pauses.

— Your mission consists in getting to this miscreant's home and negotiate the purchase of an alchemical item of great value. This transaction must take place under the briefest of delays, as I must leave Cadwallon before dawn.

Once the PC accept the mission, Salias Yesod speaks again :

— The importance of this item prevails over the miscreant's peacefulness. If it is not worth enough to justify a skirmish, I'm authorizing you to submit your target to minor physical and psychological discomfort. You must however avoid attracting the attention of the militia or the guilds, which is also why I'm using your services – I could've gone to that man's home myself and use my own abilities, but I would rather keep my identity and my implication secret.

I will wait for you here with 500 ducats for each of you. Until then, this is what I'm willing to pay for the item in question.

The biopsist hands you a gold bar.

Salias Yesod gives his full confidence to the free leaguers. He also gives them the name of the owner of the sample, Gualdenis, and the general area in which is house stands.

It is possible to negotiate a bonus for the free leaguers, as well as for extra information at the start of the investigation. As he does not want to scare off his "employees", Yesod does not reveal some details.

Getting a better price or extra information is an interaction opposition: a Transaction. The influence target is equal to 4 + 1 for each piece of information concerning the clues and 4 + 1 for each extra hundred ducats demanded.

Yesod, simply wants to be left alone, which is a manipulation with an influence target of 4.

The extra information which Salias possesses is:

- Gualdenis has accomplices (minimum three, maximum six);
- Gualdenis and his acolytes showed violent behavior towards the middlemen;
- Gualdenis is known for his links with the Meanders of Darkness;

Once their pay determined and the informations gained, the PCs are ready to head out to Gualdenis' house, in the Soma fiefdom. As long as they respect the delay set by Yesod (nightfall), they are free to do as they please. They can therefore look up their contacts for more information or buy additional equipment before going off on adventure.

GUALDENIS' NEIGHBORHOOD

Once they've met Salias Yesod, the PC can go to Gualdenis' neighborhood to investigate and try to find his hideaway. The rest of the game is managed using a game board, as in the rules of the Players' Manual. The PC can arrive to Gualdenis' neighborhood by any direction they want. The players therefore deploy their characters on the exterior edge of any of the four tiles which make up the game board (see p.71).

Note : *The tile which represents Gualdenis' basement must not be shown to the PC when they arrive in the area, but when a character actually enters the miscreant's basement.*

CONTACTS !

Instead of heading straight to the action and Gualdenis' neighborhood, the PC can rack their brains and ask their contacts for help. A free leaguer or a contact with the following knowledge has access to the following information.

Culture (Scorpion) 3 : Salias Yesod is a biopsist; he travels around Aarklash looking for genetic samples.

Culture (Scorpion) 5 : Salias Yesod is a failed clone. It is said he has disproportionate powers and goals that are equally grandiose.

Faction (Usurers) 3 : A storefront belonging to the Usurers is located at (10) on the map.

Fiefdom (Soma) 3 : The neighborhood indicated by Salias Yesod is rather quiet. It is currently the focal point of a discrete war between the guild of Thieves and Usurers.

Expertise (Mutagenic) 2: A stem sample can fit into a jar no bigger than a Wolfen's fist.

Keep in mind though that the PC are racing against the clock. If the GM feels that they are spending too much time during this preliminary phase, he can tell them that the afternoon is drawing to a close and that they must hurry.

1. MERRY STREET
(patrolled/4 and watched/10)

Even though it's winding, this street seems welcoming. The passers-by exchange smiles, a gleam in their eyes. Even in the shadow of a small typical Cadwë bridge, nothing seems to intrude on the good humor found here. This impression is reinforced by a nice-looking house with a terrace and the presence of a lightly dressed young lady.

This zone is watched by the house's guards (9), from the terrace. These men are visible for any Large Size character. Moreover, the street is patrolled by the Usurers roaming in the neighborhood (19). None are particularly aggressive, but they insure the peacefulness of their territory.

The young woman is none other than Nadielle. This prostitute is described on page 75 and can give information or help to the players in exchange for some ducats.

2. VORGAN'S
(guarded and patrolled/4)

This street, large enough to let a coach through communicates with the other neighborhoods of the fiefdom. A great overreaching villa masks the entrance to a small street in its shadow. A rough-looking Wolfen watches it from this alley.

This street is guarded by Vorgan, a Wolfen with brutal manners (see p.75), and patrolled by the Usurers roaming in the area (19). If the PC cause an increase of the TL here, Vorgan will react as though he was a rascal.

3. DARK ALLEYS
(patrolled/4 and watched/14)

The light of Lahn has trouble reaching the small streets lined with aging houses. You slip on steps polished by thousands of feet or on the garbage accumulating here and there. Passers-by pretend to ignore your presence, while not hesitating to bump into you for no other reason than the way you're dressed.

These streets are watched by the old lady who lives here (14) and by the Usurers of the neighborhood (19)

4. WOLFEN ALLEY
(guarded and patrolled/4)

This street is probably the busiest in the neighborhood. A faded sign and stables seem to indicate the cause of this animation – the building on the side of the street is an inn. Some people on the street carefully avoid the house in front of the inn and in front of which a young man is slogrising.

This street is patrolled by the district's Usurers. Moreover, this is their hideout, and one of them discreetly keeps watch in front of the door. He nods a greeting to his two fellows on patrol when they pass in front of him. This is supposed to happen every 11 turns/19 turns, depending on the way the patrol is going (see plan). Thus, after **15/25 turns**, if the patrol still hasn't passed by, the guard "discover evidence".

5. INNER COURTYARD
(watched/7)

The tiles in this courtyard have given up against grime and vegetation long ago. Ivy has taken over the house's facade and the stairway leading to the first floor. Noise indicates a certain number of people in the main part of the building.

The inhabitants of the house watch this courtyard. Not that they are truly keeping watch, but the courtyard being in theory deserted, the slightest noise or movement will draw their attention.

Each of the buildings on this property can be accessed by a door leading to the courtyard. Tinker/SLE must be used to open these doors. The same goes for the windows, which lead to the large house (7).

6. SHEDS
(quiet)

This place is a mess: pickaxe, sledge hammer, nails, wooden planks, etc. Everything has been dumped in here, and some time ago, judging by the fine layer of dust covering everything. Moreover, the lack of windows makes these storerooms almost pitch dark.

The people living in the large house have stashed everything which can be used for making repairs here. By searching carefully, it is possible to find items useful to break into a house. Unless the large house has been damaged, no one will come in here.

7. GREAT HOUSE
(watched/2)

You enter a house which has been kept in particularly good condition for a lower city house. A small stairway with a wrought ramp leads to the upper floor and a large office leads to a dirty yet quiet inner courtyard.

Vorgan watches this house from the street.

This is the residence of the four Arodim brothers, merchants having many interests in the Port of the Ondine. The riches of this family has attracted the attention of the guild of Usurers, and the Arodim brothers have had to accept Vorgan's "protection". If the PC make a favorable impression, the brothers will try to convince them to chase the neighborhood's Usurers' away or will lie to them to lead them to the guild's local headquarters (10). The Arodims do not know Gualdenis, but have heard about a miscreant causing trouble in the area. They do not mingle with this crowd, and avoid the inn (12).

8. HOUSE

You enter a house which has been kept in particularly good condition for a lower city house. A small stairway with a wrought ramp leads to the upper floor and a large office leads to a dirty yet quiet inner courtyard.

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(1) : To Slogrise (Gherionburg slang) : To do nothing, to lounge about.

The neighborhood of Gualdenis is dotted with houses in the liking of this one. Most of them are deserted during the day and the doors are locked. The PC have no interest in these houses, save for some exceptions :

8a. By going upstairs, it is possible to go to (16) by using the footbridge.

8b. An old lady lives here. She knows the neighborhood by heart, knows where Gualdenis lives and that he often has shady visitors.

8c. This house is a dwarf engineer's workshop. Rough and misanthropic, he spends most of his time locked up in here and knows nothing of the neighborhood, other than where to find Nadielle, as he is one of her regular clients. He owns a war boiler and a steam axe ready to be used.

8d. This house shelters an honest Cadwë who has armed himself with a pistol. Not only are there shady people prowling about day and night, but one of his neighbors also gets really strange visitors. Since the beginning of the month, he hears some odd chanting come up from that neighbor's basement, especially at night.

8e. This house belongs to a Wolfen (the size of the door attests to this), a non-registered burglar who has settled here to avoid being caught by the Thieves' guild, who avoids snooping around the neighborhood too much due to the Usurers hanging around the area. The Wolfen hides his hoard in the attic (for a total value of 200 D), and is wary of people snooping around (like the PC).

9. THE HOUSE WITH A TERRACE (guarded)

This large building obviously houses a numerous family, probably well off by the standards of the lower city. A merely dirty stairway allows to reach a terrace occupied by two men-at-arms who distractedly watch over the area.

This house belongs to a rich merchant's happy family who has decided to finance his own protection when the Usurers offered theirs. He's been in conflict with the guild since and has sent many requests for help to the Soma family… with no response. This poor man is convinced the neighborhood needs to be cleaned up – there's a prostitute at his doorstep, a neighbor who receives strange visitors and Usurers making rounds under his windows!

Honest above all, the merchant will refuse to join in any kind of plot thought up by the PC, however, the free leaguers may negotiate with the men-at-arms to keep watch from the terrace.

10. USURERS' HOUSE (guarded)

You're standing in front of a typical lower city house: cracked walls, weather worn slates and a chimney spewing a thin foul-smelling smoke. The chances of you entering are slim, as a man with a menacing gaze watches over the entrance.

This house is nothing less than the lair of the Usurers who have been active in the area. It contains an office from which loans and deposits are managed, as well as a dormitory for guild members who pass in the area. The man who watches the door is also charged with greeting the customers. Three Usurers reside in this building.

The only way for the PC to enter this house, other than by breaking in or by brute force, is to inquire about a loan to the Usurers, which requires an influence struggle, a Manipulation requiring 4 IP. Once the conversation underway, it is easy to get information out of the loan shark.

11. "THE MERRY BRUSH"

It is impossible to pass in front of this shop without being caught up by its striped facade. A large window lets people admire bags of pigment from the four corners of Aarklash. It would seem that anything needed to try one's hand at the fine art of painting can be found here, and a few customers attentively listen to advice given by the owner.

This store sells painting material to eccentric artists and newly rich people in need of a hobby. Its owner and his customers know the neighborhood but not Gualdenis. However, they know that the resident of the (10) is known as being strange and aggressive, especially lately.

12. "KORMAL'S"

Despite its sign made of rotting wood and its grimy windows, this inn is packed with people. Though the door is large enough for a Wolfen to enter, getting to the counter requires a lot of elbowing. A warm and manly ambiance reigns here, amidst innuendo-filled songs sang between gulps of awful ale.

The ground floor of this building is a common room. The first floor houses the apartments of the owner. Thanks to the miracle of Cadwë architecture, a door gives access to a footbridge leading to the inn's kitchens.

This inn shelters the neighborhood's passres-by. It is possible to learn where Gualdenis lives by succeeding at an influence struggle with one of the customers, which is a Transaction requiring 3 IP. With a gamble, the customer will even point out the house through one of the inns' windows.

CHARACTERISTICS OF THE GAME BOARD

The information given here is useful throughout the PC investigation in the neighborhood. They affect every tile from the game board, unless an exception is indicated in an area's description. The map of Gualdenis' neighborhood is presented on the opposite page.

The characteristics are the following :

- Clear;
- Noisy;
- Fragrant;
- Attitude: Subtlety;
- Starting TL: 1

By default, all areas are busy.

The TL works following the rules in the *Players' handbook*. However, two effects are unique to this scenario:

- **TL 9** : Alerted by the commotion in his neighborhood or his own house, Gualdenis awakens the scale's magical power. The portal of Darkness opens and six morbid puppets step out of it. This event also realises Gualdenis' "revelation", who then gains access to the abilities and advantages of his mage trade.

- **TL 13** : The militia acts in the exterior areas of the neighborhood. In Gualdenis' basement, the emanations of Darkness are so powerful that living characters must resist a test with a FEAR of 9. Moreover, a Wolfen zombie comes out of the Darkness portal. As long as the TL is 13, a new Wolfen zombie comes out at the end of each turn, and the FEAR increases by a point.

The owner, Kormal, is an orc who converted himself to cooking since his arrival in Cadwallon. Rumor says that he puts a bit of coyatl in his dishes.

13. STABLES

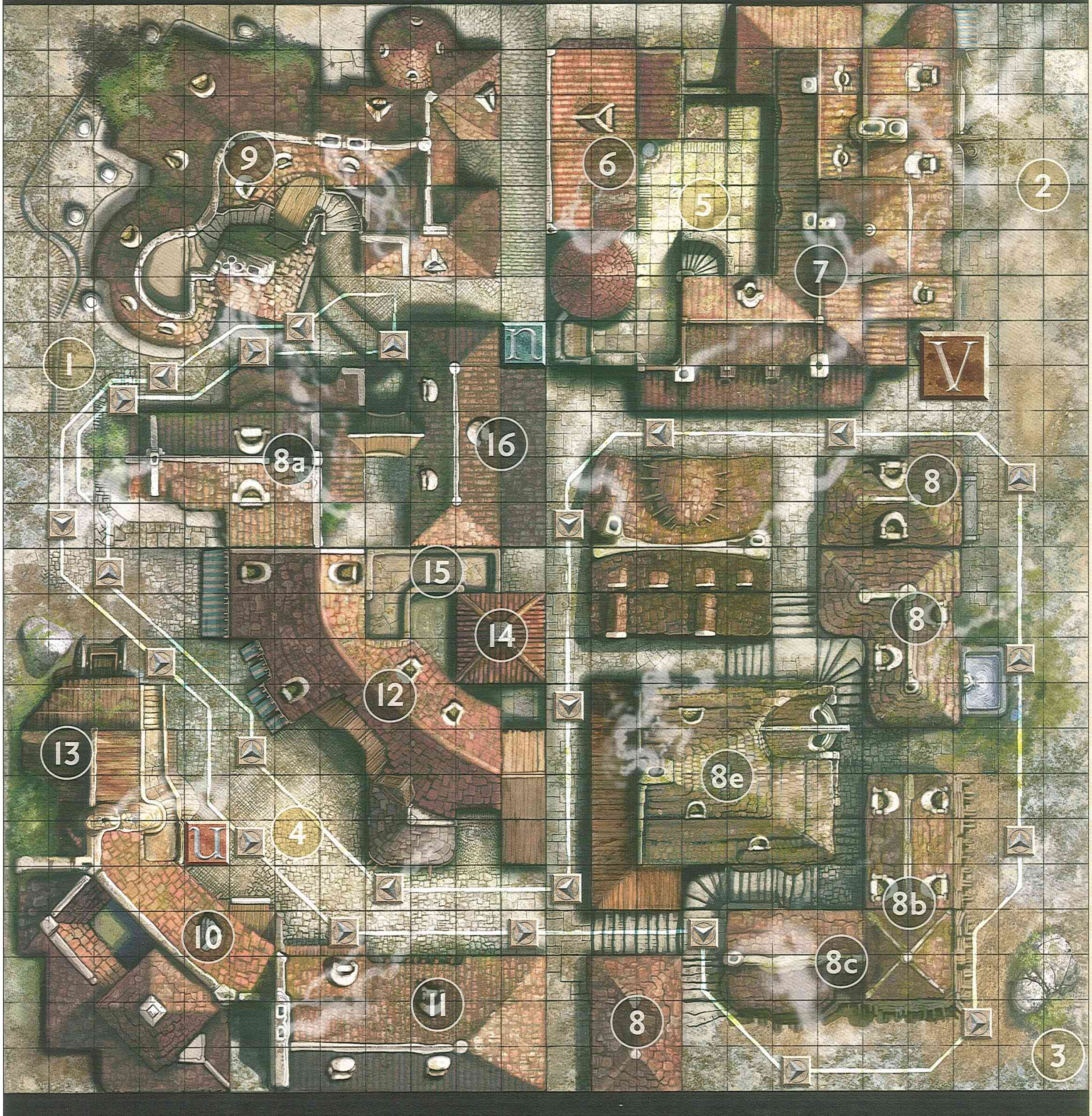
The smell of manure and hay floats in the air here. Nothing surprising: two starved-looking horses fight over an empty trough while stepping on their own filth.

The horses belong to patrons of Kormal's, who watch their mounts from the inns' windows.

14. KITCHEN

From this wobbly tower with a roof of loose tiles wafts a good smell: it's the kitchen!

GUALDENIS' NEIGHBORHOOD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LEGEND

u Usurer

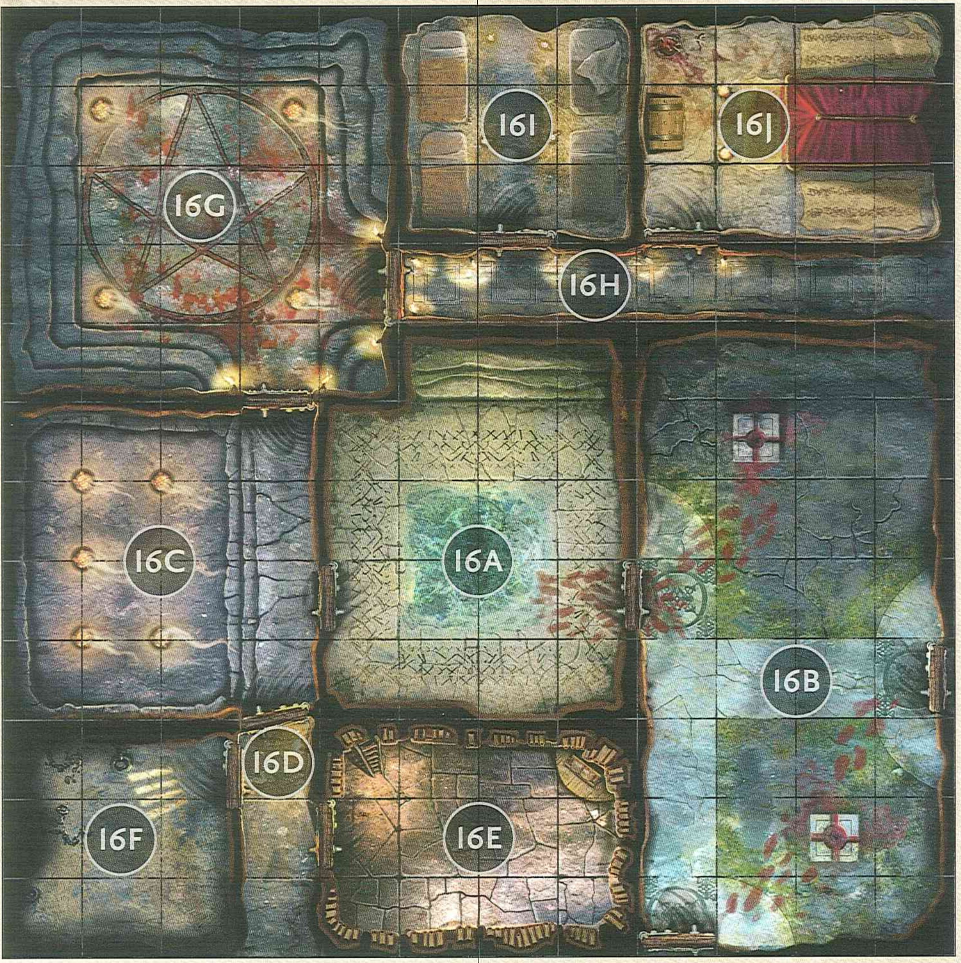
n Nadielle (see p. 77)

V Vorgan (marauder)

③ Zone

Usurers' patrol

Tiles required : A01R, A02R, A04R and A05R



The ground floor houses the inns' stores, mostly its precious kegs of ale. The first floor, however, houses the inns' kitchen, in which an old goblin works. A jar of coyatl proudly stands on a shelf.

15. STONE BRIDGE

A thin short bridge links the first floor of the inn to the neighboring tower.

The bridge allows to directly access the roof of Gualdenis' house.

16. GUALDENIS' HOUSE

(guarded)

You're standing in front of a typical lower city house: cracked walls, weather worn slates and a chimney spewing a thin foul-smelling smoke.

This house probably has an attic, as a small footbridge leads from its roof to the roof of the house next to it.

This house is Gualdenis', its doors and windows are locked, including the door leading to the footbridge going to the inn.

Its **ground level** contains three rooms: a main room leading to the entrance, a bedroom and a storeroom, which contains many works and objects forbidden in Cadwallon: technomancy treaties, archeological remains stolen from the city's underground, etc. The **first floor** is nothing more than a cobwebbed attic. A padlocked door leads to the footbridge and the attic windows let very little light in.

If the PCs knock at the door, an acolyte will answer them but refuses to open. An influence struggle must be made to convince the doorman. Presenting oneself as a customer, talking about the desired item or showing ducats are possible options which give a free gamble (for the GM to decide). The various influence levels are the following :

- Open the door : 5
- Allow entrance : 7
- Reveal the trapdoor : 10
- Reveal the truth about the cellar of horrors: 10

If the PC break in, they must overcome the vigilance of the acolytes :

- Main room : guarded by two acolytes;
- Bedroom : watched by an acolyte cleaning up the storeroom;
- Storeroom : Guarded by the same acolyte.

The PCs can loot the **storeroom**; they'll gain bits and pieces weighing about 15 kg worth 1500 ducats. Moreover, by searching the bedroom, it is possible to find :

- Gualdenis' accounting books (it becomes evident then that the miscreant sells stolen goods);
- The trapdoor leading to the purification room (16).

THE CELLAR OF HORROR

By default, all the areas of this basement are pitch dark and quiet. All the doors are closed, but not locked.

The spiritual geography here is different since its occupants worship the Abyss.

FAITH : ● + 3

16A. PURIFICATION ROOM

Only the light in this gloomy room comes from the surface lights. A basin of stagnant water stands in its center and a number of togas are lying on a stone bench. All the doors are closed.

As long as the trapdoor is open, this area is dark. If the TL ever reaches 7 while PC are in this area, three cultists will enter through the door leading to (16B). If the TL goes above 7 when the PC enter this area, it will be clear and occupied by three cultists busy purifying themselves, back to the door. They will be getting ready to undertake the ritual of invocation.

The togas bear rough versions of the esoteric symbols used by the cult of the Abyss. A character with the knowledge "Cult (Abyss)" at 2 or more can recognize them.

16B. ANTECHAMBER

This large room is decorated with a number of benches along its walls. You can see two doors, but they are both heavily padlocked and barred by large beams.

If the TL is equal to 6, three cultists are here taking off their profane clothes before entering the purification room. In this case, the room is clear and guarded. These cultists are the same as those the PC can meet in (16A).

16C. PRAYER ROOM

(guarded)

Numerous sinister-looking religious symbols decorate the walls of this room. Two young men pray, kneeling on the stone, before the effigy of a horned and winged demon. Luckily for you, their backs are turned to you.

FAITH here is even stronger : ● + 4. A character with the knowledge "Cult (Abyss)" at 2 or more will recognize the effigy of Salaüel without any trouble. If he has that knowledge at 3 or more, he will understand that the representation is somewhat awkward and naive, more likely the work of a profane than that of a true faithful of this divinity.

16D. CORRIDOR

The door leads to a corridor with bare stone walls.

16E. LIBRARY

You enter quite a large room where all sorts of book-filled crates are stored. Many of these tomes seem to have been damaged by humidity or time. It even looks as though some of them are bound in human skin.

This room houses the collection gathered by Gualdenis since his revelation. It also contains a few tomes about less esoteric subjects. By succeeding at a Search/DIS (6) test, a character can find a number of more or less serious treatise about necromancy or Acheronian divination. Two gamble or a second test allows PC to find tomes dealing with Darkness.

Further reading concerning portals (the player must ask about it) allows the PC to understand that a portal may be opened or closed by subduing it. Moreover, in the case of a portal opened through a dedicated artifact, the destruction of the item closes the portal.

16F. CELL
(inhabited)

A rudimentary slot allows to look into this small room. Three poor men are chained here: two humans and an elf. Their eyes lost in the void and exhaustion can be read in their features, they seem to have lost all hope.

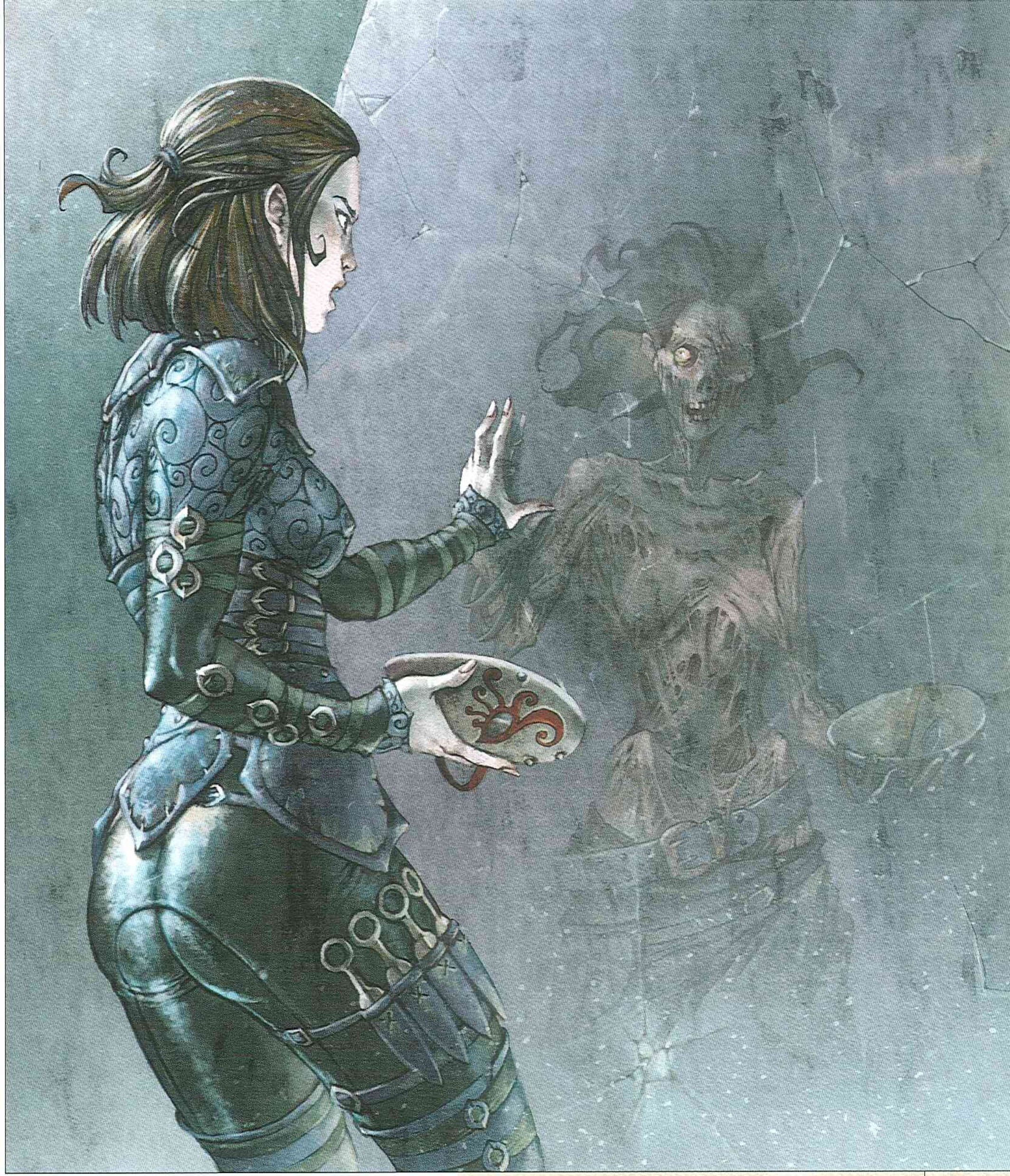
Three beggars are imprisoned here. As soon as they spot the PC, they try to draw their attention as best they can, raising the TL by +1 each round. To quiet down one of these prisoners requires an influence struggle, which is a Manipulation requiring 5 IP.

16G. INVOCATION ROOM
(guarded)

This room is lit by several candles display on key points of an esoteric drawing on the ground. Weird black smoke floats up to lick the ceiling. Many blood stains can be seen on the ground and on the walls.

If the TL is below 9, this room is empty. Otherwise, Gualdenis and three cultists (the same as in (16B) and (16I)) are undertaking a ritual of invocation, with the dragon scale at the center of the magical patterns.

TL : 13. The ritual is accomplished and four morbid puppets appear in the room. In the next round, it becomes obvious that something is not right with the ritual, as though an outside force was manipulating it from the other side of the portal. It remains open, going against all magical laws, and spews out four morbid puppets each round as long as the TL is at 13.



THE MIRROR OF DARKNESS

You are looking at a black mirror almost two meters high. Oval shaped, it is not framed. Without really knowing why, you are convinced that its weight isn't that of glass. When you gaze into the mirror, you do not see your reflection, but your corpse!

Gualdenis is the unfortunate owner of the scale of a dragon of Darkness. This powerful artifact allows to open a portal of Darkness, even in Cadwallon.

When Gualdenis awakens the magical power of the mirror of Darkness, the sudden influx of primal Darkness instantly reveals a number of secrets to him – he can then cast the spells on his character sheet. Moreover, the manipulation of the mirror of Darkness' energies activates it and opens the portal.

Reserve	Rebirth	Solidity
50	5	5 PS (PRO 5)

It is possible to decrypt the esoteric patterns. A character with the knowledge "Path of magic (Darkness)" at 2 recognizes the symbols required to open a portal. If that knowledge is at 3 or more, he finds obvious serious mistakes.

16H. CORRIDOR

The door opens on a corridor with bare stone walls.

If the TL reaches 6 while a PC is in this zone, three cultists come out of (16I) and head to (16G). At TL 9, Gualdenis leaves his room (16J), ready to start the ritual, heading to (16G).

16I. CULTISTS' DORMITORY (guarded)

This room with bare stone walls has been turned into a dormitory. Eight mats and a few bowls, which still hold meager scraps of food, indicate that its occupants sometimes take their meals here.

Eight cultists can live here. All those who haven't been met yet will be in this room when the PC enter.

This dormitory dates back from Gualdenis' revelation. Before that, his accomplices would go back to their own houses once they had finished working.

16J. GUALDENIS' BEDROOM

The door leads to a richly decorated room. A poster bed takes up most of the space, but the room also houses a small desk and a set of shelves. A set of calligraphy utensils and a notebook are on the desk and numerous tomes clutter the shelves.

The door to the room is locked. If Gualdenis hasn't been met elsewhere he will be in this room.

The apprentice necromancer has written down in his notebooks events which have occured since his revelation, as a touching homage to his dark faith. Reading this document reveals the existence of the dragon scale and that Gualdenis has gone mad.

The genetic sample coveted by Salias Yesod is kept in a glass jar carelessly left on a shelf.

END OF THE ADVENTURE

The scenario ends when one of the following happens:

- The PC leave Gualdenis' neighborhood after the TL has reached 9.
- The PC are arrested by the militia (even if they're freed, it will be too late to respect the delay set by Salias Yesod).
- The PC take to much time to act that the GM decides the day is over – Salias Yesod leaves Cadwallon.
- The PC discover the sample and take it back to Salias Yesod.

No matter how the adventure ends, Gualdenis' neighborhood will give in to a riotous panic if the TL ever reaches 9 during the game. Living-dead invade the streets and the militia intervenes! Whether the free leaguers have kept their identity secret or not, they may be in trouble with the authorities for having caused a magical catastrophe.

Moreover, no matter how the scenario ends, each PC gains experience points as noted on the table below, according to the objectives accomplished by the group as a whole.

EXPERIENCE POINT

Objectives	EP
No protagonists knows about the implication of Salias Yesod	+100
Precisely locate Gualdenis	+100
Discover that Gualdenis worships Salaüel	+300
Find the creature's genetic sample	+500
Fight the living-dead	+100
Close portal of Darkness	+500
Neutralize Gualdenis	+1 000
Claim the mirror of Darkness	+500

THE PROTAGONISTS

SALIAS YESOD (6)

The man in front of you is dressed with a dark, ample robe. A breathing mask and protective goggles hide half his face. His bald head gleams in the sunlight. His torso can be seen through the opening of his robe, which shows hints of a tanned skin. A sheet of metal protects his abdomen and numerous biopsy tools hang form his belt. He keeps a battleaxe and a blind lantern within arms' reach.

Note : *Salias Yesod is described as a contact in Cadwallon Players' handbook.*

Role-playing tips : Salias Yesod isn't human as Cadwë understand it. He's a clone. He feels very little emotions and acts in a rational manner. He burdens himself with few scruples and feels little to no compassion or empathy for living beings. Used to live surrounded by clones, he considers his peers to be expandable resources.

History : Salias Yesod was born in the alchemical tanks of Syharhalna many years ago. Designed to be a commodore, a syhar commander, he was declared imperfect. He was to be recycled as biological material, but was saved in the nick of time by Athan Zakil, the famous omnimancer. During his adventures, he has accomplished such feats that people say he has been touched by Arh-Tolth, the alchemical god of the Syhars. However, he has also known failure, and thus suffers from amnesia and has forgotten everything about a certain adventure in which a black monolith figured.

Informations : The informations Salias Yesod has and how to get them are described in the "setting the mood" section.

NADIELLE (1)

Nadielle is a young, fair-skinned human. Long red hair reach to her waist. She wears a long white robe, stained by the mud of the lower city and split to her upper thigh.

Race : Human
Culture : Lower city
Trades : Courtesan 1
Knowledges : Culture (lower city) 2, Region (Cadwallon) 2, Language (Cadwë) 2, Etiquette (Prostitutes) 1, Fiefdom (Soma) 2
Feat : Survival instinct
Location : Soma (Merry Street)
Suggested miniature : Kelt female shaman

Role-playing tips : Affable and always smiling, Nadielle knows she must tease the passer-by without scaring away the married man. She thus avoids being too vulgar and uses her love of life to seduce future clients.

Nadielle is only trying to survive. To do this she uses one of the few nice things nature has given her: the face of an angel.

History : Nadielle is a native of the lower city. She has left her family long ago, as they were no longer able to provide for her. She lives near the neighborhood and has been practicing her honest trade here for a number of years.

Informations : Nadielle reveals one of the following pieces of information if the PC succeed at a Confession requiring 3 IP. One extra piece of information is revealed for each gamble.

- She knows all the inhabitants of Merry Street, including Gualdenis.
- She has been avoiding the miscreant for almost a month because he has become really weird.
- She hasn't seen him for about a week.

VORGAN (2)

Vorgan is a Wolfen with midnight-blue fur. Wearing a large leather coat and a wide-brimmed hat, he sometimes blends into the impressive shadow he casts. He growls more than he speaks and opens his coat only to let in a victim.

Race : Wolfen
Culture : Lower city
Trades : Bandit 2
Knowledges : Culture (Lower city) 2, Region (Cadwallon) 2, Language (Cadwë) 2, Faction (Usurers) 1, Fiefdom (Soma) 2
Feat : Fierce
Location : Soma (Vorgan's)
Suggested miniature : Lykaï the Freed

Role-playing tips : Vorgan is a Cadwë Wolfen, but he abuses the savagery of his species in order to terrorize his "clients". He does not consider himself as a rascal or a killer – he simply tries to do his work (watch the large house) and put his natural abilities (fangs and claws) to good use.

History : Vorgan is a rascal since he was a whelp. He has left Gamehead when his actions caused shame to his family. He belongs to neither the guild of Thieves nor to the guild of Usurers, but pays the latter a "compensation" in order to avoid trouble.

Informations : Vorgan reveals one of the following pieces of information if the PC succeed in a Confession requiring 4 IP. An additional piece of information is revealed for each gamble.

- Usurers patrol the neighborhood (description of the men and location of their headquarter).
- The neighborhood hasn't been safe for about a month.

THE USURERS (2)

The young human standing before you tries to look like an achiever: smirk, polished high boots and a filled purse. No doubt he has no difficulty keeping up his lifestyle!

Suggested miniature : Reapers of Alahan

Role-playing tips : The Usurers causing problems in Gualdenis' neighborhood are young members of the guild. They have years ahead of them and intend to rise to the challenge. They take very seriously their "domination" of the neighborhood and hope to collect enough funds to rise in their guild's hierarchy.

History : These Usurers have never had a honest job as loan sharks. Rascals to the core, they would have ended up as thieves had the guild of Usurers not intended to control organized crime in Cadwallon. They have been working in the neighborhood for a number of months and already have many people indebted to them in the area.

Informations : The Usurers reaveal one of the fol-

THE USURERS (2)

Race : Human
Culture : Lower city
Trades : Emissary 1/ Duelist 1
Potential : 2
Dominant attitude : Sleight
Size : Medium (3)
Movement : 4
U ☐☐☐
LW ☐☐☐
SW ☐☐☐
CW ☐☐☐
INC ☐☐☐
Distinctives features: Roller
Feats : Fencer
Caracteristics :
- PUG 2
- SLE 3
- STY 2
- OPP 3
- SUB 4
- DIS 2

Abilities :
- Analyze/DIS 1
- Bash/PUG 2
- Look out/DIS 2
- Identify/SUB 1
- Crook/OPP 2
- Negotiate/SUB 1
- Parry/STY 1
- Provoke/SUB 1
- Pierce/SLE 1

Knowledges :
- Region (Cadwallon) 2
- Culture (Lower city) 2
- Faction (Usurers) 1
- Fiefdom (Soma) 3
- Language (Cadwë) 2

Natural weapons : Fists
Equipement : Fine quality Rapier; Attires (x 2); Purse (x 2); Makeup kit; Calligraphy utensils; 110 ducats

lowing pieces of information if the PC succeed at a Confession requiring 4 IP. An additional information is revealed for each extra gamble.

- They know the neighborhood pretty well, especially Vorgan and Nadielle.
- They know that strange sounds come from Merry street at night, but haven't paid attention to that, as no evident profit could've been made from that fact.

THE CULTISTS (2)

You could not to say if the human before you is young and tired or simply old and decrepit. His sinister look is completed by his pale skin, sunken eyes, dark clothes and a hesitant speech. Yet this person also bears the signs of being an adventurer: dagger at his side, traveler's boots and you can vaguely see the shape of a leather armor underneath his clothes.

Suggested miniature : Falconer of Alahan

Role-playing tips : Gualdenis' cultists have been seriously drained by the events of these past few weeks. In turn surprised, scared and fanaticized, they have lost a good part of their free will in the cellar of their master, and now show a boundless devotion to the cult of the Abyss and a resigned obedience to Gualdenis. Their behavior is thus similar to that of certain undead.

History : These eight young men have met Gualdenis many years ago. Explorers and brigands, they have quickly learned at the side of a man who was then nothing more than an ambitious rascal. They have helped their mentor lay claim to a number of treasures from the underground reaches beneath Cadwallon, serving him as arms and legs. When Gualdenis received his revelation, they have followed him, more or less willingly.

Information : The cultists reveal one of the following pieces of information if the PC succeed at a Confession requiring 7 IP. An additional piece of information is revealed for each extra gamble.

- They know everything about Gualdenis' business and his revelation.
- They know the location of the trapdoor leading to the basement.
- However, they have forgotten the location of the sample sought by Yesod, but they know that their master keeps his more interesting findings in his new room.

THE CULTISTS (2)

Race : Human
Culture : Lower city
Trade :
Shrew 1/Bandit 1
Potential : 2
Dominante attitude :
Opportunism
Size : Medium (3)
Movement : 4
U ☐☐☐
LW ☐☐☐
SW ☐☐☐
CW ☐☐☐
INC ☐☐☐
Distinctive feature :
Fanaticism
Feats : Reflexes
Caracteristics :

- PUG 2
- SLE 3
- STY 2
- OPP 3
- SUB 4
- DIS 2

Abilities :

- Bash/PUG 2
- Slither/SLE 1
- Search/DIS 1
- Climb/SLE 1
- Look out/DIS 2
- Intimidate/PUG 1
- Crook/OPP 2
- Parry/STY 1
- Slash/PUG 1

Knowledges

- Region (Cadwallon) 2
- Region (Cadwallon's underground) 1
- Culture (Lower city) 2
- Fiefdom (Soma) 3
- Language (Cadwë) 2

Natural weapons :
Fits
Equipement : Dagger; Leather suit; Purse (x 2) ; Bits and pieces; Rucksack (x 2) ; Worn clothes (x 2); Rope (15 m); Phial (oil); Climbing hook; Climbing harness; Lantern; Shovel; Pickaxe; 60 ducats

GUALDENIS, LEADER OF THE CULTISTS (4)

Gualdenis is a human of forty-or-so. Tall and slim, he seems somewhat underfed. His forehead is balding and the few locks of white hair fighting to remain atop his head reinforce the feeling of frailty. His gaze has an odd glint. His low and deep voice does not hide the trouble in the old man's body and mind.

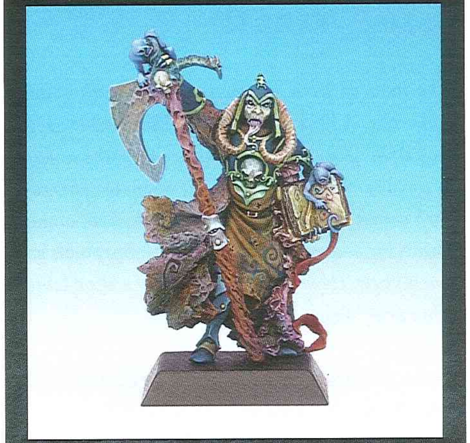
Suggested miniature : Gravedigger of Salaüel

Role-playing tips : Gualdenis is a madman. After a life spent looking for immediate and material profit, he has had a revelation. He is now only interested in the esoteric and the mystic. Not so long ago, he still ran his business to finance his magical research. These days, the thought doesn't even cross his mind.

In the end, he wants to contact Salaüel and become the master of the underground passages and the secrets of Cadwallon.

History : Gualdenis' history is detailed at the beginning of this scenario.

GUALDENIS (4)



Race : Humain
Culture : Lower city
Trade : Miscreant 2 / Mage 2
Potential : 4
Dominante attitude : Opportunism
Size : Medium (3)
Movement : 4
U ☐☐☐
LW ☐☐☐
SW ☐☐☐
CW ☐☐☐
INC ☐☐☐
Distinctive feature : Artefact, Résolution/2
Feats : Gobelin's jeer
Characteristics :

- PUG 2
- SLE 3
- STY 2
- OPP 3
- SUB 4
- DIS 2

Abilities :

- Analyze/DIS 1
- Channel/OPP 2
- Bash/PUG 3
- Dominate/STY 1
- Fool/OPP 2
- Feign/SLE 2
- Look out/DIS 3
- Identify/SUB 1
- Incantate (Darkness)/SUB 2
- Crook/OPP 3
- Negotiate/SUB 1
- Feel/SUB 2
- Subdue/PUG 1

Knowledges

- Artifacts 2
- Region (Cadwallon) 2
- Culture (Lower city) 2
- Fiefdom (Soma) 2
- Language (Cadwë) 2
- Path of magic (Primagy) 2
- Path of magic (Darkness) 1

Equipement : Attires, 75 ducats, many illegal objects and the mirror of Darkness
Spells: (Primagy) Mana arrow, Forced march. (Darkness) Putrescence.

Informations : Gualdenis reveals one of the following pieces of information if the PCs succeed at a Confession requiring 7 IP. And additional information is revealed for each extra wager.

- He knows all the details of the plot, other than the origin of the scale.
- He has not understood that the artifact allowed to open a portal. He believes that it is a large gem of Darkness, a gift from Salaüel. Moreover, he ignores the implication of Yesod. In his madness, he didn't even understand for who the men he sent back worked for.

THE LIVING-DEAD

They don't really know why they're there. They therefore follow their instinct and try to destroy all form of life. Gualdenis can control them, but it requires a feat (1d6).

THE MORBIDES PUPPETS (1)

Potential : 1
Dominant attitude : Pugnacity
Size : Medium (3)
Movement : 3
U ☐☐☐
LW ☐☐☐
SW ☐☐☐
CW ☐☐☐
INC ☐☐☐
Distinctive features : Living-dead.
Characteristics :

- PUG 3 (FEAR 4)
- SLE 2
- STY 1
- OPP 1
- SUB 1
- DIS 1

Natural weapons : Fists
Weapons : Battleaxe
Abilities :

- Charge/PUG 1
- Bash/PUG 2
- Endure/PUG 2
- Look out/DIS 1
- Intimidate/PUG 2
- Slash/PUG 2

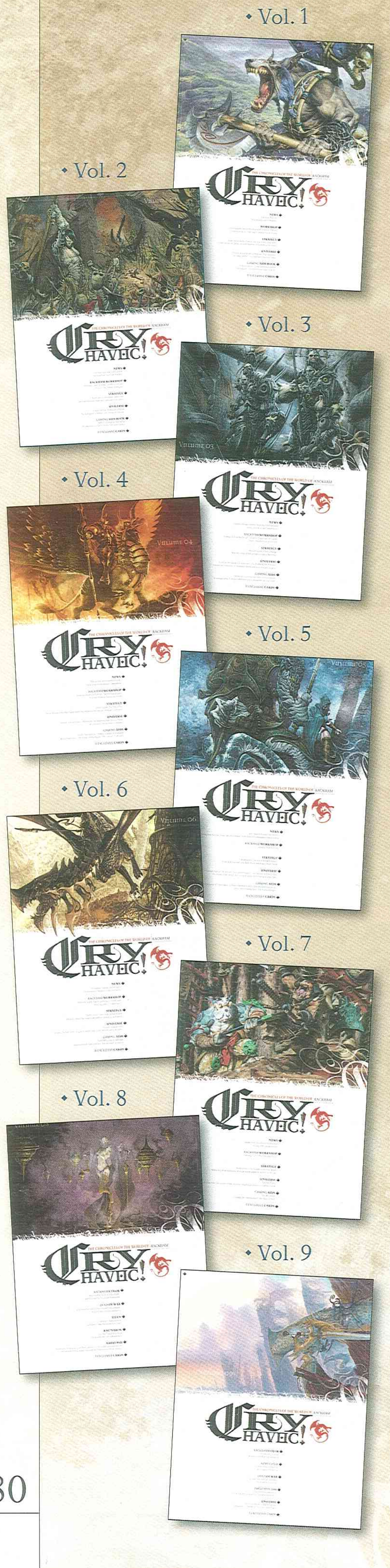
THE WOLFEN ZOMBIE (3)

Potential : 3
Dominant attitude : Pugnacity
Size : Large (4)
Movement : 6
U ☐☐☐☐
LW ☐☐☐☐
SW ☐☐☐☐
CW ☐☐☐☐
INC ☐☐☐☐
Distinctive features : Living-dead, Regeneration/5.
Characteristics :

- PUG 5 (FEAR 6)
- SLE 4
- STY 1
- OPP 2 (DEF 3)
- SUB 1
- DIS 3

Natural weapons : Claws
Weapons : Battleaxe
Abilities :

- Charge/PUG 2
- Slither/SLE 2
- Endure/PUG 2
- Look out/DIS 1
- Intimidate/PUG 3
- Wrestle/OPP 3
- Parry/STY 1
- Slash/PUG 3



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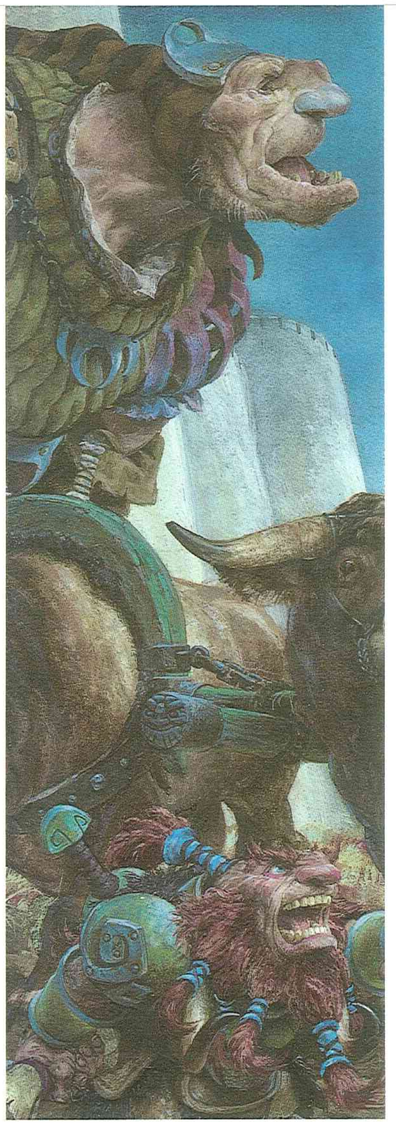

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